

18.SkipWhile

LINQ SkipWhile 简介

如果指定的条件为 true，则跳过序列中的元素，然后返回剩余的元素。

LINQ SkipWhile 代码示例

```
/*  
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 */
```

```
using System.Linq;
using UnityEngine;

namespace UniRxLesson
{
    public class LINQSkipWhileExample : MonoBehaviour
    {
        private void Start()
        {
            int[] grades = {59, 82, 70, 56, 92, 98, 85};

            var lowerGrades =
                grades
                    .OrderByDescending(grade => grade)
                    .SkipWhile(grade => grade >= 80);

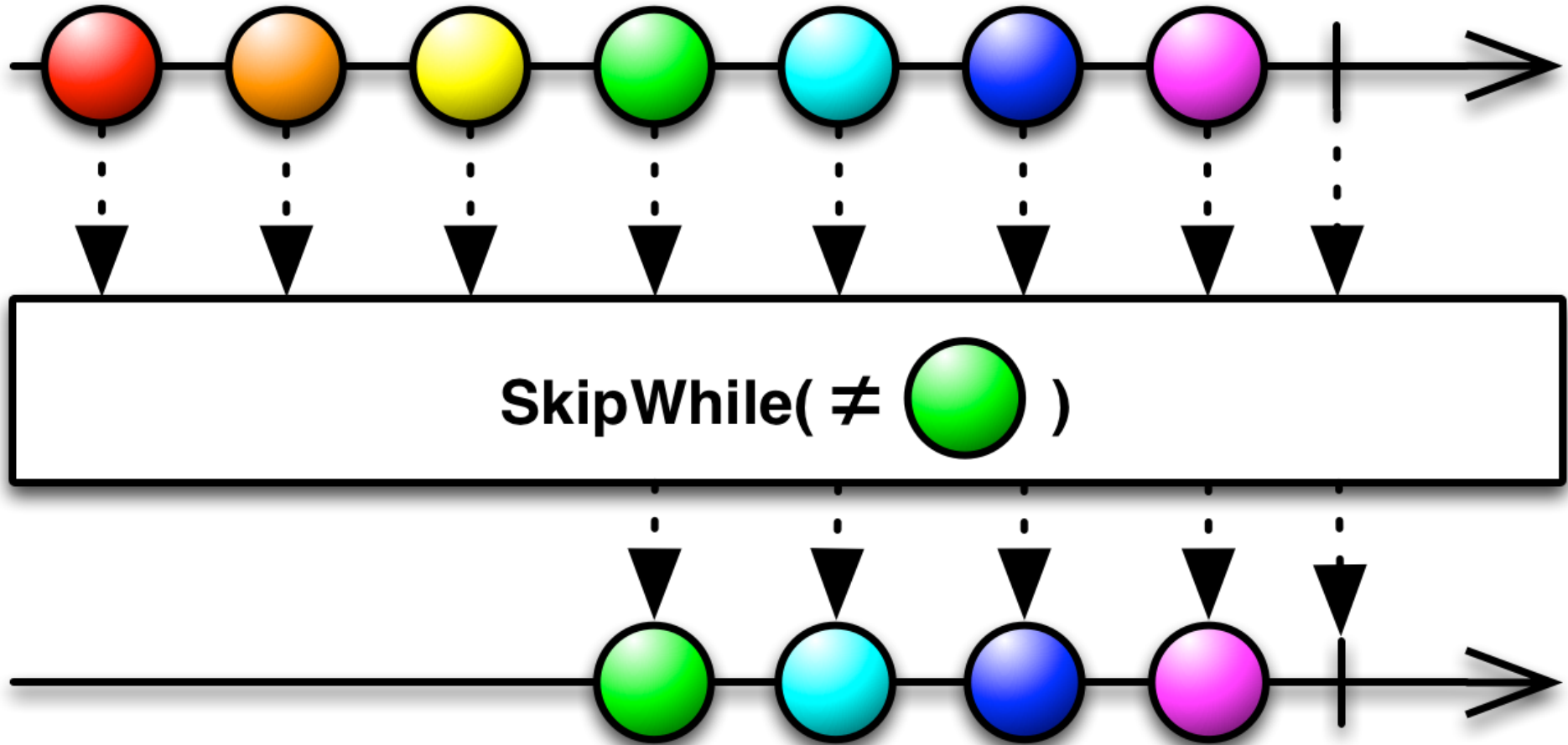
            foreach (var grade in lowerGrades)
            {
```

```
}  
    }  
    }  
    }  
    Debug.Log(grade);  
}
```

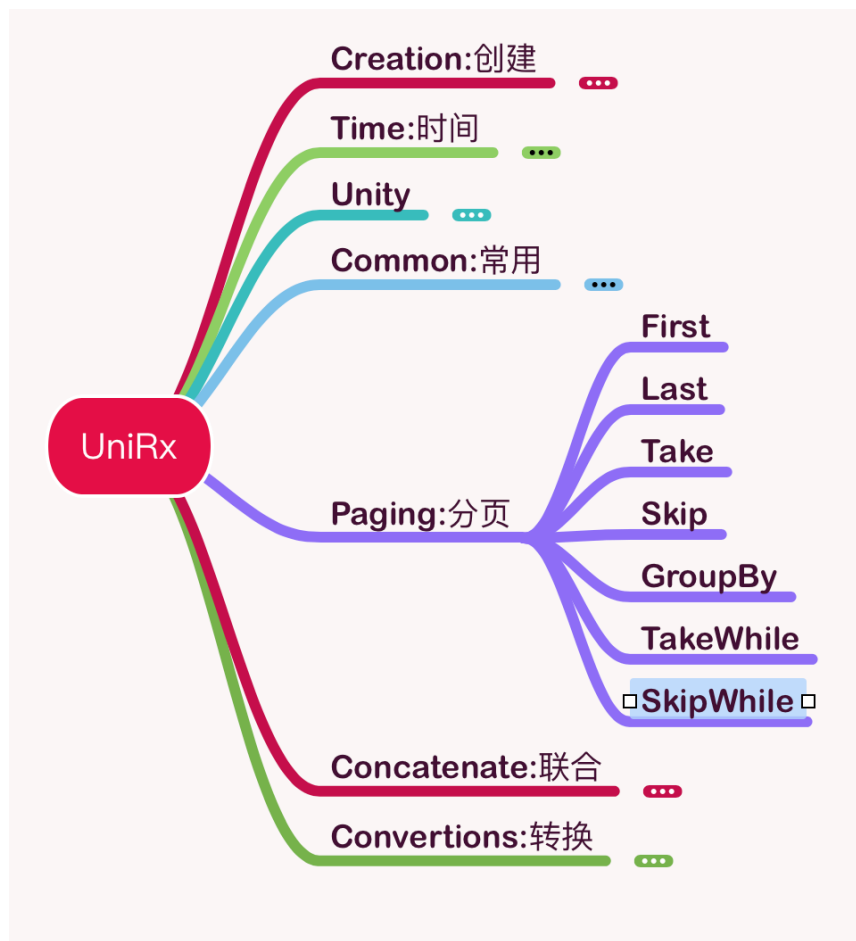
输出结果为:

```
70  
59  
56
```

UniRx SkipWhile 示意图



UniRx SkipWhile 在知识地图中的位置



UniRx SkipWhile 代码示例

```
/******  
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******/  
  
using UniRx;  
using UniRx.Triggers;  
using UnityEngine;  
  
namespace UniRxLesson  
{  
    public class UniRxSkipWhileExample : MonoBehaviour  
    {  
        private void Start()  
        {  
            this.UpdateAsObservable()  
                .SkipWhile(_ => !Input.GetMouseButton(0))  
                .Subscribe();  
        }  
    }  
}
```



```
        .Subscribe(_ => { Debug.Log("mouse button down"); });  
    }  
}
```

实现的逻辑为，当点击鼠标后，持续输出 mouse button down
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