

# 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

```
/**
 * http://sikiedu.com liangxie
 */

using System.Linq;
using UnityEngine;

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

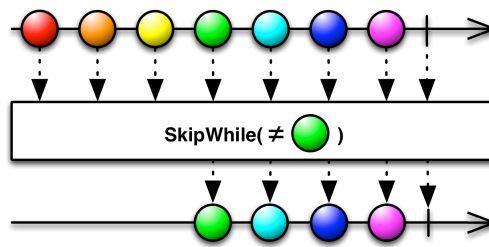
            var lowerGrades =
                grades
                    .OrderByDescending(grade => grade)
                    .SkipWhile(grade => grade >= 80);

            foreach (var grade in lowerGrades)
            {
                Debug.Log(grade);
            }
        }
    }
}
```

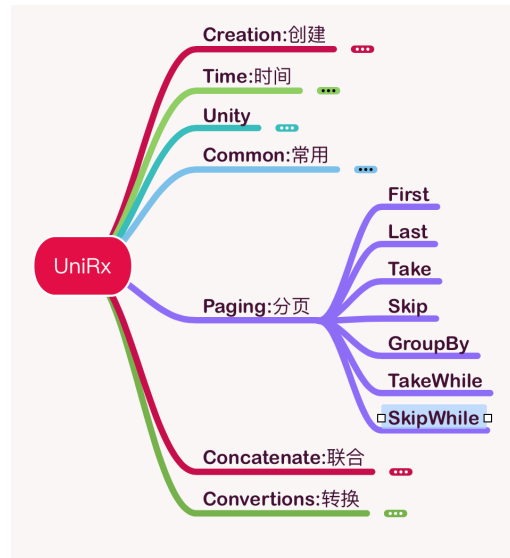
输出结果为:

```
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

```
/*  
*****  
* http://sikiedu.com liangxie  
*****  
*/  
  
using UniRx;  
using UniRx.Triggers;  
using UnityEngine;  
  
namespace UniRxLesson  
{  
    public class UniRxSkipWhileExample : MonoBehaviour
```

```
{  
    private void Start()  
    {  
        this.UpdateAsObservable()  
            .SkipWhile(_ => !Input.GetMouseButton(0))  
            .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

今天的内容就这些