

13.Cast

LINQ Cast 简介

将 IEnumerable 的元素强制转换为指定的类型。

LINQ Cast 代码示例

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

```
using System.Collections;
using System.Linq;
using UnityEngine;

namespace UniRxLesson
{
    public class LINQCastExample : MonoBehaviour
    {
        private void Start()
        {
            var fruits = new ArrayList {"mango", "apple", "lemon"};

            var fruitNames =
                fruits.Cast<string>();

            // 等同于
            // var fruitNames = fruits.Select(fruit => fruit.ToString);

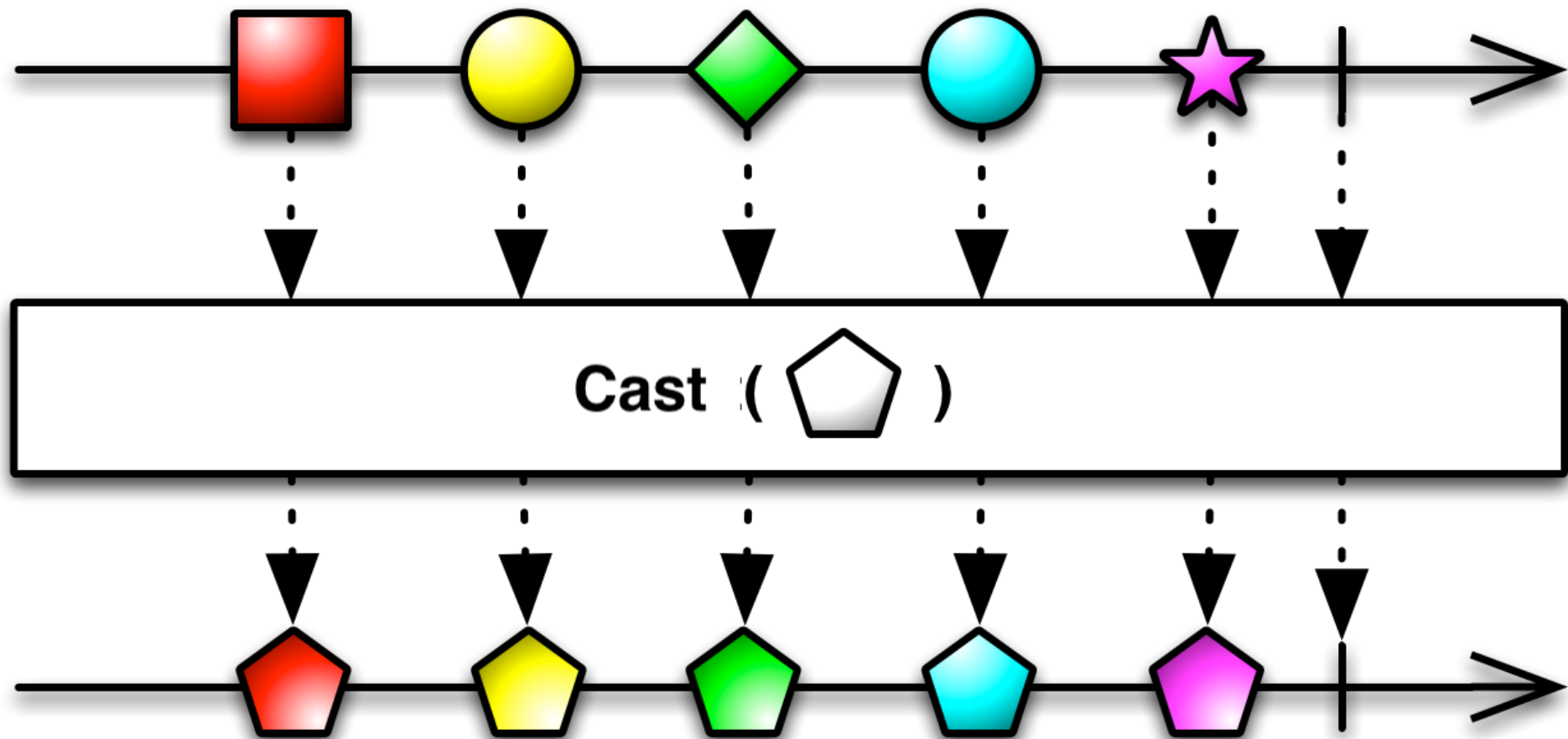
            foreach (var fruit in fruitNames)
```

```
}  
    }  
    }  
    {  
        Debug.Log(fruit);  
    }  
}
```

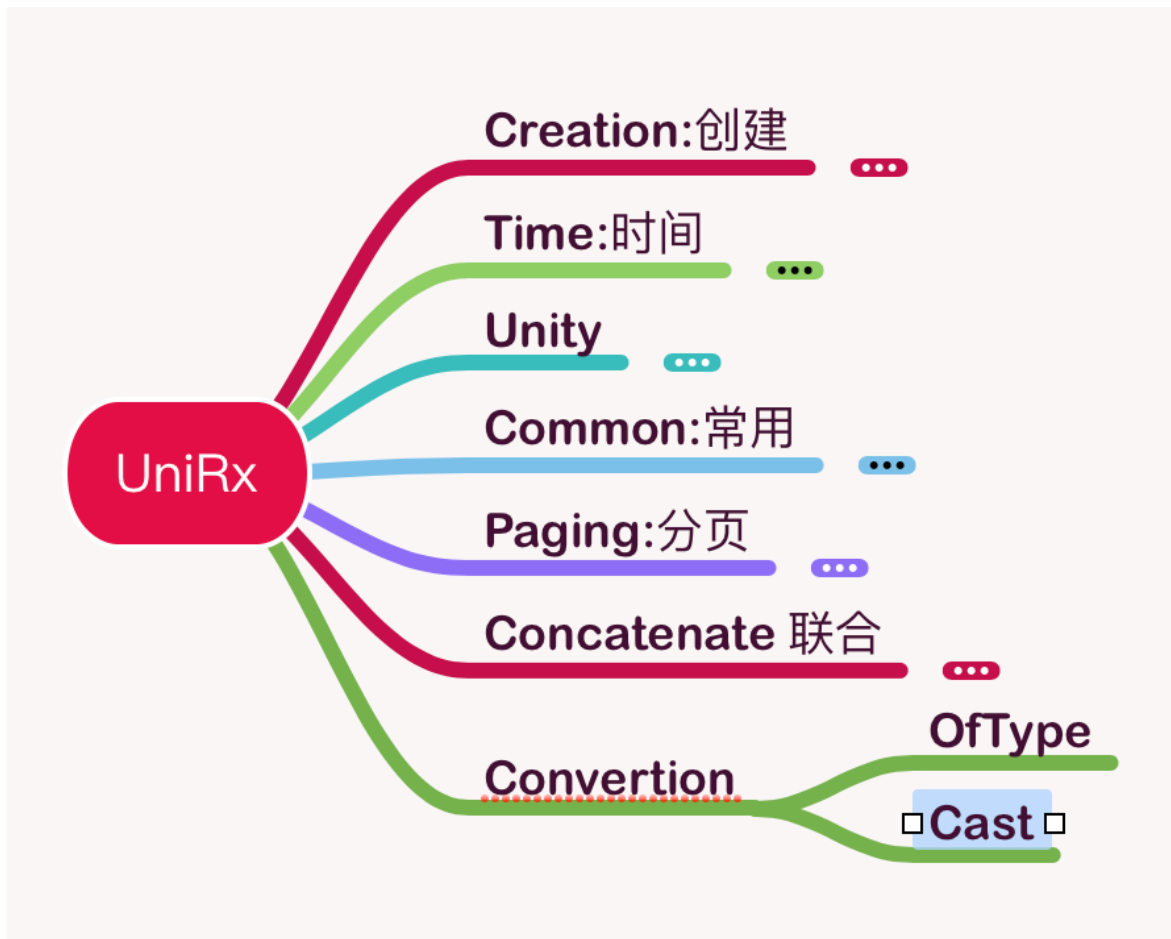
输出代码为:

```
mango  
apple  
lemon
```

UniRx Cast 示意图



UniRx Cast 在知识地图中的位置



UniRx Cast 代码示例

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

```
using UniRx;  
using UnityEngine;
```

```
namespace UniRxLesson  
{  
    public class UniRxCastExample : MonoBehaviour  
    {  
        private void Start()  
        {  
            // 创建一个 Subject(Observable)  
            var objects = new Subject<object>();
```



```
        // 订阅该 Observable,进行类型转换
        objects.Cast<object,int>()
            .Subscribe(i => Debug.Log(i));

        // 手动发送数据
        objects.OnNext(1);
        objects.OnNext(2);
        objects.OnNext(3);

        // 手动结束
        objects.OnCompleted();
    }
}
```

输出结果为:

```
1
2
```

3

今天的内容就这些