

5.First 操作符

上一堂课，我们学习了 Select 操作符。

今天，我们正式学习 First 操作符

LINQ First 简介

取序列中的第一个元素。First 有两种形式，一种是直接获取第一个元素，第二种则是取序列中满足条件的第一个元素。

LINQ First 代码示例:

第一种形式

```

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

using System.Collections.Generic;
using System.Linq;
using UnityEngine;

namespace UniRxLesson
{
    public class LINQFirstExample : MonoBehaviour
    {
        class Student
        {
            public string Name;

            public int Age;
        }

        private void Start()
        {
            var students = new List<Student>()
            {
                new Student() {Name = "张三", Age = 50},
                new Student() {Name = "张三", Age = 50},
                new Student() {Name = "李四", Age = 40}
            };

            var oldStudent = students
                .Where(student => student.Age > 45)
                .First();
        }
    }
}
```

```

        Debug.Log(oldStudent.Name);
    }
}

```

输出结果为:

张三

第二种形式代码示例:

```

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

using System.Collections.Generic;
using System.Linq;
using UnityEngine;

namespace UniRxLesson
{
    public class LINQFirstConditionExample : MonoBehaviour
    {
        class Student
        {
            public string Name;

            public int Age;
        }

        private void Start()
        {
            var students = new List<Student>()
            {
                new Student() {Name = "张三", Age = 50},
                new Student() {Name = "张三", Age = 50},
                new Student() {Name = "李四", Age = 40}
            };

            var oldStudent = students
                .First(student => student.Age > 45);

            Debug.Log(oldStudent.Name);
        }
    }
}

```

代码很简单，就是 First 可以像 Where 一样传入一个条件。

输出结果:

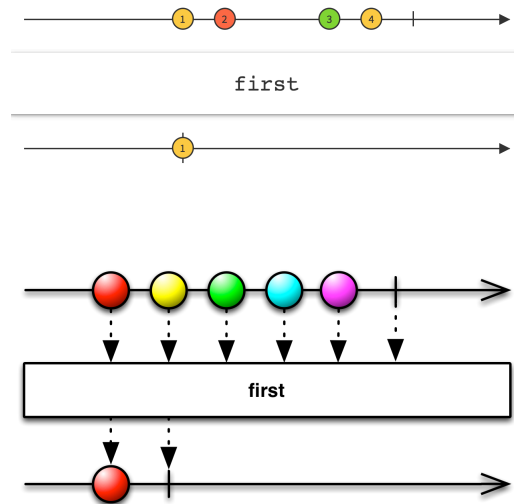
张三

LINQ Select 查询式

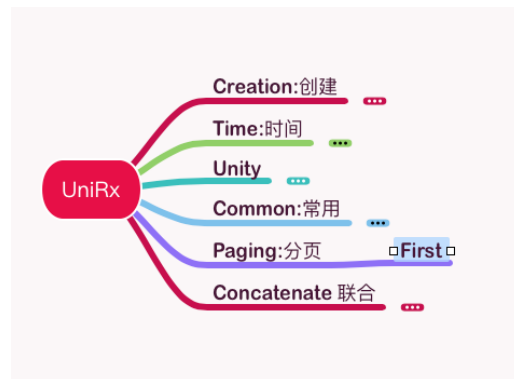
```
/* *****  
 * http://sikiedu.com liangxie  
 * ***** */  
  
using System.Collections.Generic;  
using System.Linq;  
using UnityEngine;  
  
namespace UniRxLesson  
{  
    public class LINQFirstQueryExample : MonoBehaviour  
    {  
        class Student  
        {  
            public string Name;  
  
            public int Age;  
        }  
  
        private void Start()  
        {  
            var students = new List<Student>()  
            {  
                new Student() {Name = "张三", Age = 50},  
                new Student() {Name = "张三", Age = 50},  
                new Student() {Name = "李四", Age = 40}  
            };  
  
            var oldStudent = (from student in students select student)  
                .First(student => student.Age > 45);  
  
            Debug.Log(oldStudent.Name);  
        }  
    }  
}
```

输出结果与链式的一致

UniRx First 示意图



在知识地图中的位置



它属于分页的一部分。

UniRx First 示例代码

```
/*  
 * http://sikiedu.com liangxie  
 */  
  
using UniRx;
```

```
using UnityEngine;

namespace UniRxLesson
{
    public class UniRxFirstExample : MonoBehaviour
    {
        private void Start()
        {
            Observable.EveryUpdate()
                .First(_ => Input.GetMouseButtonDown(0))
                .Subscribe(_ => { Debug.Log("mouse down"); })
                .AddTo(this);
        }
    }
}
```

当鼠标点击按下时候，输出 mouse down。

代码很简单，今天的内容就这些。