

17.TakeWhile

LINQ TakeWhile 简介

如果指定的条件为 true，则返回序列中的元素，然后跳过剩余的元素。

LINQ TakeWhile 示例代码

```
/*  
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 */
```

```
using System.Linq;
using UnityEngine;

namespace UniRxLesson
{
    public class LINQTakeWhileExample : MonoBehaviour
    {
        private void Start()
        {
            var fruits = new[]
            {
                "apple", "banana", "mango", "orange",
                "passionfruit", "grape"
            };

            var fruitsAfterOrange =
                fruits.TakeWhile(fruit => fruit != "orange");

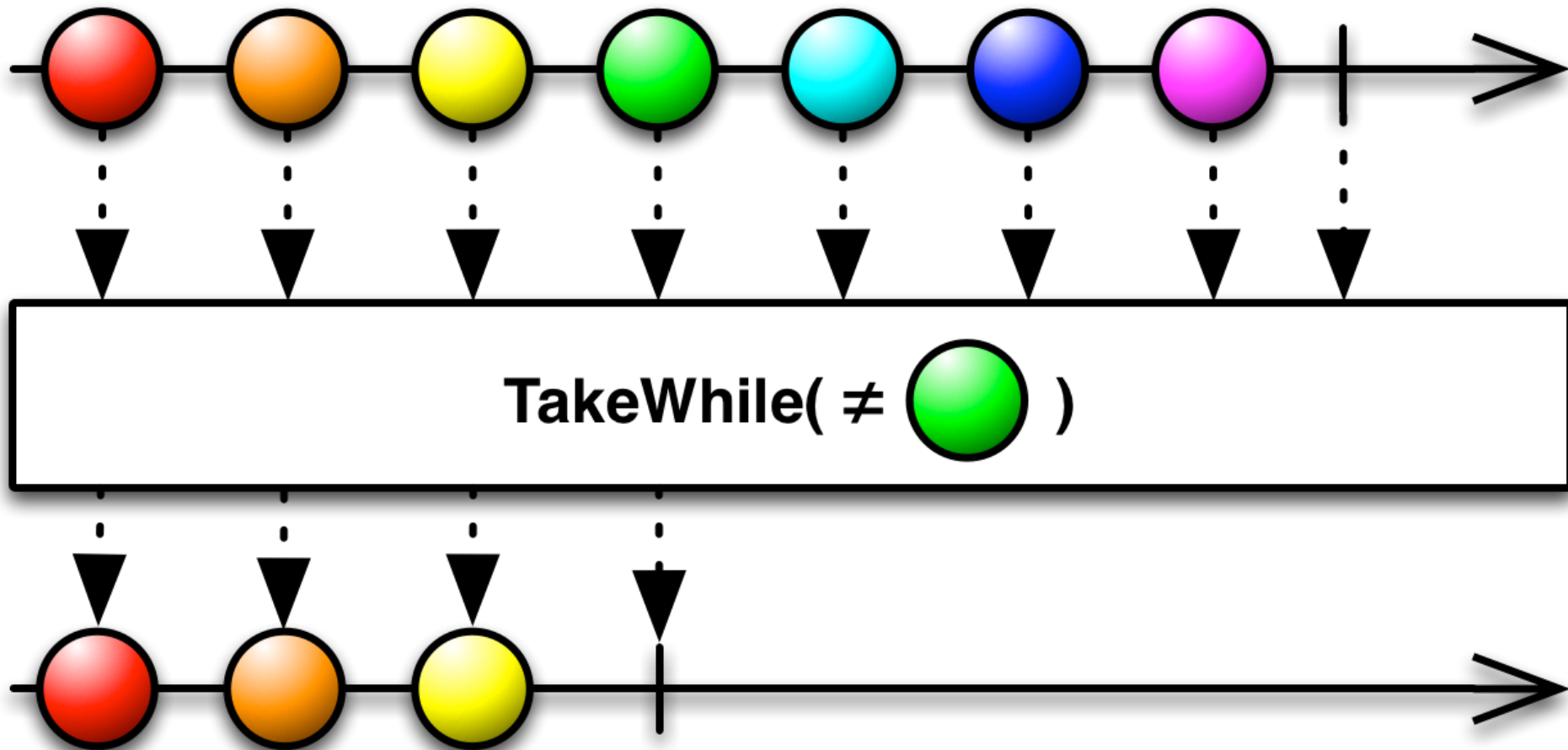
            foreach (var fruit in fruitsAfterOrange)
```

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

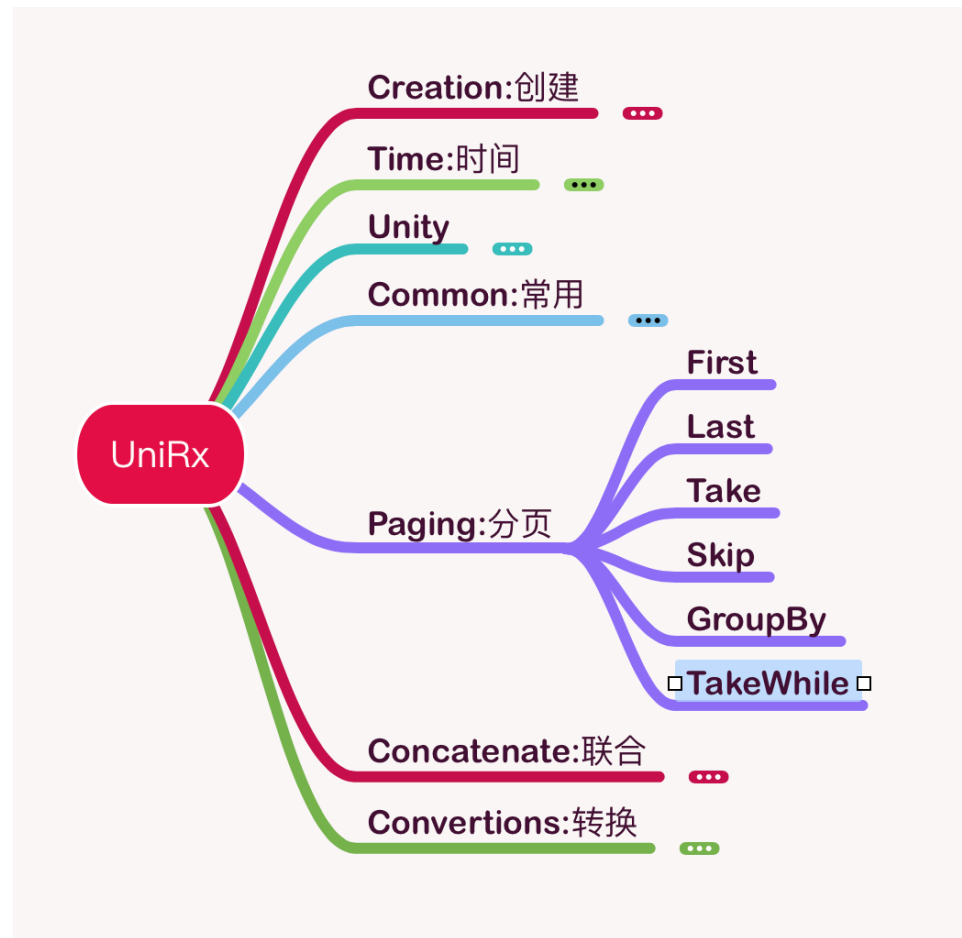
输出结果为

```
apple  
banana  
mango
```

UniRx TakeWhile 示意图



UniRx TakeWhile 在知识地图中的位置



UniRx TakeWhile 代码示例

```
/******  
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******/  
  
using UniRx;  
using UniRx.Triggers;  
using UnityEngine;  
  
namespace UniRxLesson  
{  
    public class UniRxTakeWhileExample : MonoBehaviour  
    {  
        private void Start()  
        {  
            this.UpdateAsObservable()  
                .TakeWhile(l => !Input.GetMouseButton(0))
```



```
        .Subscribe(_ => Debug.Log("before mouse clicked"));
    }
}
}
```

运行结果为，持续输出“before mouse clicked”，当鼠标点击之后不再输出 “before mouse clicked”
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