

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

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

using System.Linq;
using UnityEngine;

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

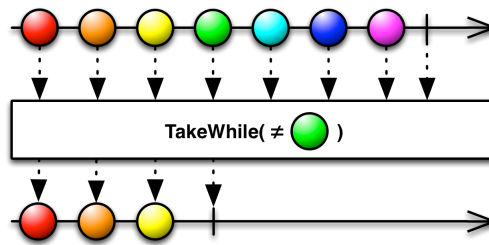
            var fruitsAfterOrange =
                fruits.TakeWhile(fruit => fruit != "orange");

            foreach (var fruit in fruitsAfterOrange)
            {
                Debug.Log(fruit);
            }
        }
    }
}
```

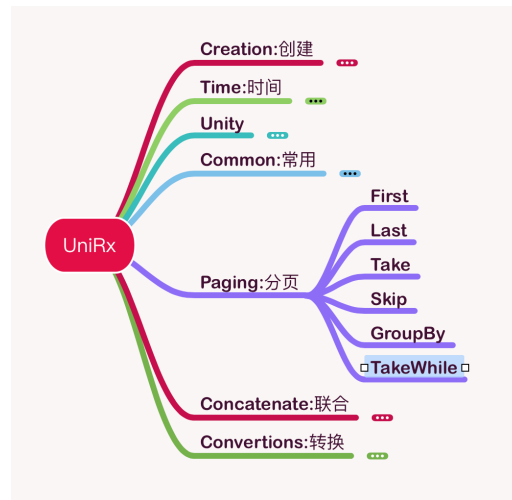
输出结果为

```
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

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

using UniRx;
using UniRx.Triggers;
using UnityEngine;

namespace UniRxLesson
{
    public class UniRxTakeWhileExample : MonoBehaviour
    {
        private void Start()
        {
        }
    }
}
```

```
    {  
        this.UpdateAsObservable()  
            .TakeWhile(1 => !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”

今天的内容就这些