

# 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 First 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}
            }
        }
    }
}
```

```
};

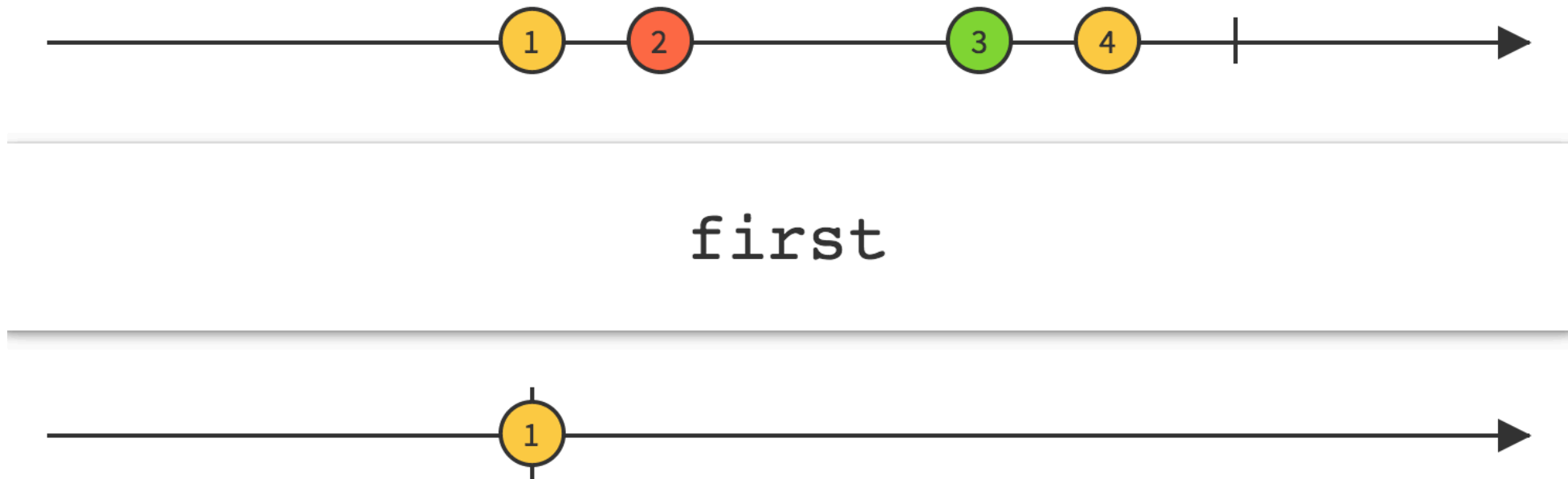
var oldStudent = (from student in students select student)
    .First(student => student.Age > 45);

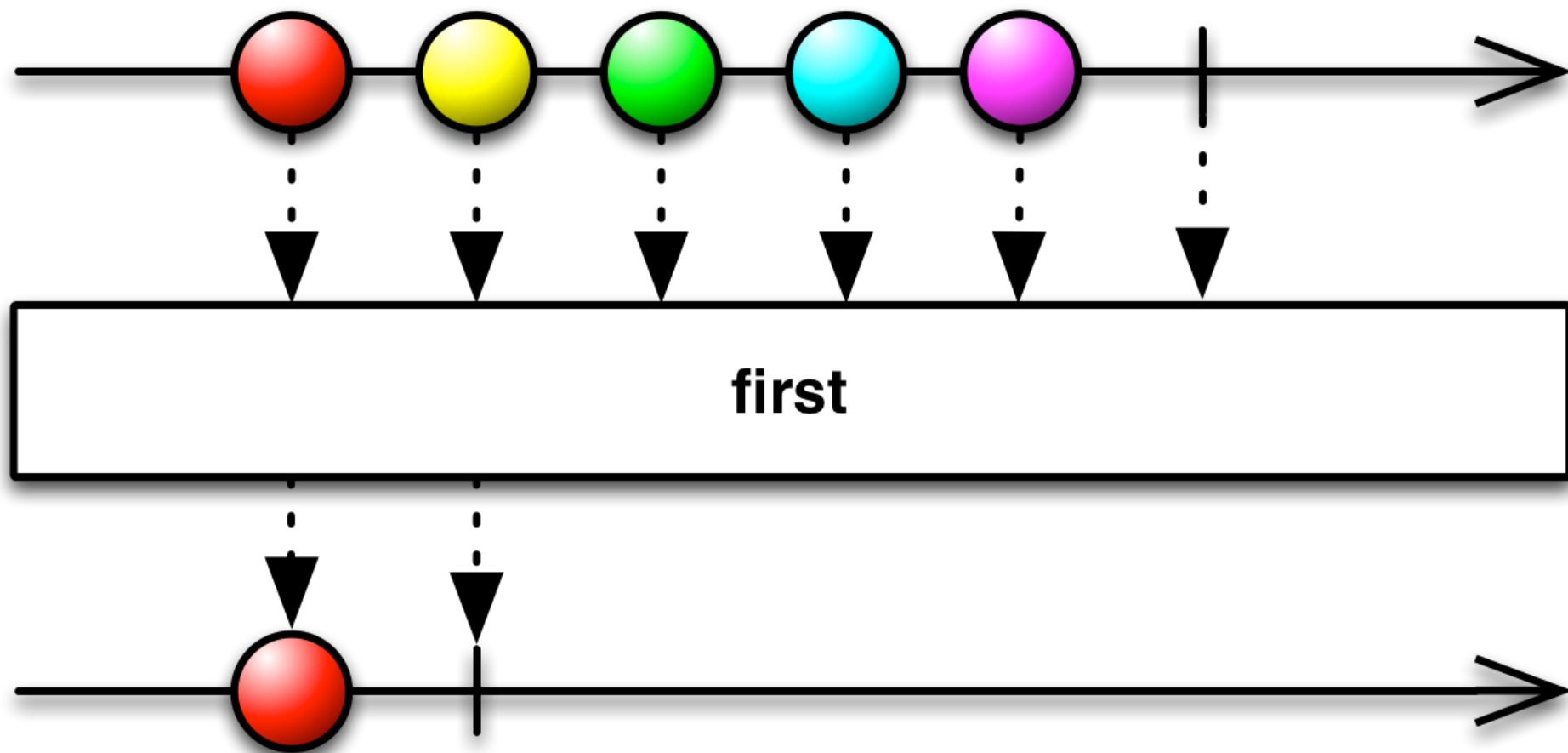
Debug.Log(oldStudent.Name);
}
}
}
```

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);  
}  
}  
}
```

当鼠标点击按下的时候，输出 mouse down。

代码很简单，今天的内容就这些。