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# Language Integrated Query in .NET (LINQ)

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- LINQ Building Blocks
- Sequences
- Query Operators and Expressions
- Query Expression Trees
- LINQ to Objects
- Querying Collections
- Projection, Conversion, Aggregation
- Sorting, Grouping, Joins, Nested Queries



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# **LINQ Building Blocks**



- **Software developers spend a lot of time to obtain and manipulate data**
- **Data can be stored in**
  - **Collections**
  - **Databases**
  - **XML documents**
  - **etc...**
- **As of .NET 3.5 developers can use LINQ – a simplified approach to data manipulation**



- **LINQ** is a set of extensions to .NET Framework
  - Encompasses language-integrated query, set, and transform operations
  - Consistent manner to obtain and manipulate "data" in the broad sense of the term
- **Query expressions** can be defined directly within the C# programming language
  - Used to interact with numerous data types
  - Converter to **expression trees** at compile time and evaluated at runtime



- LINQ offers syntax highlighting that proves helpful to find out mistakes during design time.
- LINQ offers IntelliSense which means writing more accurate queries easily.
- Writing codes is quite faster in LINQ and thus development time also gets reduced significantly.
- LINQ makes easy debugging due to its integration in the C# language.
- Viewing relationship between two tables is easy with LINQ due to its hierarchical feature and this enables composing queries joining multiple tables in less time.



- **LINQ allows usage of a single LINQ syntax while querying many diverse data sources and this is mainly because of its unitive foundation.**
- **LINQ is extensible that means it is possible to use knowledge of LINQ to querying new data source types.**
- **LINQ offers the facility of joining several data sources in a single query as well as breaking complex problems into a set of short queries easy to debug.**
- **LINQ offers easy transformation for conversion of one data type to another like transforming SQL data to XML data.**



- LINQ allows query expressions to manipulate:
  - Any object implementing **IEnumerable<T>**
  - Collections of objects
  - Relational databases
  - XML documents
- The query expressions are based on numerous SQL-like **query operators**
  - Intentionally designed to look and feel very similar to SQL expressions





- "LINQ" is the term used to describe this overall approach to data access
  - LINQ to Objects
    - LINQ over objects implementing `IEnumerable<T>`
  - LINQ to SQL and LINQ to Entities implement LINQ over relational data
  - LINQ to DataSet is a superset of LINQ to SQL
  - LINQ to XML is LINQ over XML documents



C#

VB.NET

Others...

.NET Language-Integrated Query (LINQ)

LINQ enabled data sources

LINQ enabled ADO.NET

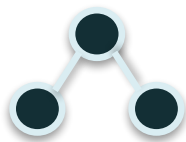
LINQ to  
Objects

LINQ to  
DataSets

LINQ to  
SQL

LINQ to  
Entities

LINQ to  
XML



Objects



Relational Data

XML

```
<book>
<title/>
<author/>
<price/>
</book>
```



- **All LINQ query operations consist of three distinct actions:**

- **Obtain the data source**
- **Create the query**
- **Execute the query**

```
public Beagle(string  
name, string ability) :  
base(name)  
{...}
```

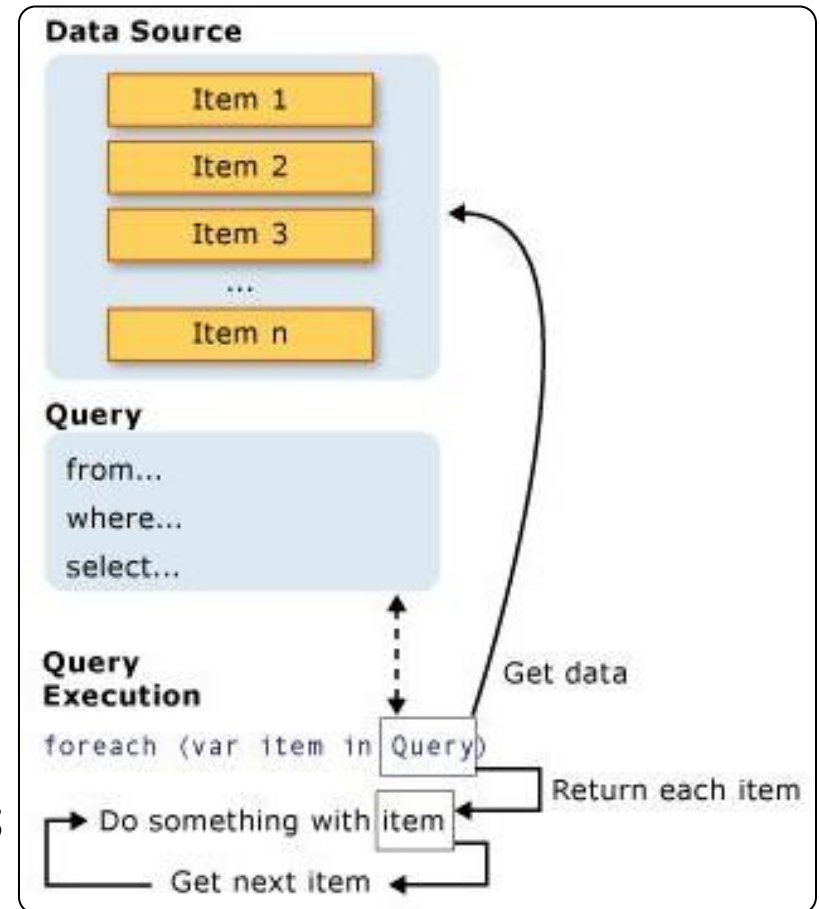


- Simple Inheritance example(1)

```
public class Dog
{
    public string Name { get; set; }

    public Dog(string name)
    {
        this.Name = name;
    }

    public void Bark()
    {
        Console.WriteLine("Dog barks...");
    }
}
```





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# **LINQ Sequences**



# IEnumerable<T> and Sequences

- The interface **IEnumerable<T>** is universal LINQ data source
  - Implemented by arrays and all .NET generic collections
  - Enables enumerating over a collection of elements
- A **sequence** in LINQ means a collection implementing the **IEnumerable<T>** interface
- Any variable declared as **IEnumerable<T>** for type **T** is considered a sequence of type **T**



# IEnumerable<T> and Sequences

- Most of the Standard Query Operators are extension methods in the static class **System.Linq.Enumerable**
  - Prototyped with an **IEnumerable<T>** as their first argument
  - E.g. **Min(IEnumerable<T>),**  
**Where(IEnumerable<T>, Func<T, bool>)**
- Use the **Cast** or **OfType** operators to perform LINQ queries on legacy, non-generic .NET collections



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# Query Operators and Expressions





- **When you have a collection of data, a common task is to extract a subset of items based on a given requirement**
  - **You want to obtain only the items with names that contain a number**
  - **Or don't have embedded spaces**
- **LINQ query expressions can greatly simplify the process**
- **Query expressions are written in a declarative query syntax introduced in C# 3.0**



# LINQ Query Expressions (2)

- LINQ query expressions are written in a declarative SQL-like syntax
- Example: extracting a subset of array containing items with names of more than 6 characters:

```
string[] games = {"Morrowind", "BioShock", "Daxter",  
    "The Darkness", "Half Life", "System Shock 2"};  
IEnumerable<string> subset =  
    from g in games  
    where g.Length > 6  
    orderby g  
    select g;  
foreach (string s in subset)  
    Console.WriteLine("Item: {0}", s);
```



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# Query Expressions

## - WORKSHOP -



- In LINQ a **query** is a basic language construction
  - Just like classes, methods and delegates in C#
- Query expressions are used to query and transform data from any LINQ-enabled data source
- A LINQ query is not executed until
  - You iterate over the query results
  - You try to access any of the elements in the result set



- **Query operators** in C# are keywords like:
  - **from, in, where, orderby, select, ...**
- For each standard query operator a corresponding extension method exists
  - E.g. **where** → **Where(IEnumerable<T>)**
- At compile time the C# compiler translates query expressions into expression trees
  - **Expression trees** are sequences of method calls (from **System.Linq.Enumerable**)



- The basic syntax of LINQ queries is:

```
IEnumerable<string> subset =  
    from g in games select g;
```

```
var subset =  
    games.Select(g => g);
```

- This selects all elements in games data source
- You can apply criteria by the operator where
  - Any valid C# boolean expression can be used

```
IEnumerable<string> subset =  
    from g in games  
    where g.Price < 20  
    select g;
```

```
var subset =  
    games.Select(g => g).  
    Where(g => g.Price <  
20);
```



- Two sets of LINQ standard operators
  - Operating on **IEnumerable<T>**
  - Operating on **IQueryable<T>**
- LINQ query operators are shorthand versions for various extension methods
  - Defined in **System.Linq.Enumerable** type
  - Example:

```
IEnumerable<string> subset =  
    games.Where(g => g.Price < 20)
```

```
var subset =  
    from g in games  
    where g.Price < 20  
    select g;
```



- The standard query operators provide query capabilities including
  - Filtering – **where**
  - Projection – **select, selectMany**
  - Aggregation – **Sum, Max, Count, Average**
  - Sorting – **orderby**
  - Grouping – **groupby**
  - ... and many more





# Standard Query Operators - Example

```
string[] games = {"Morrowind", "BioShock", "Half Life",  
    "The Darkness", "Daxter", "System Shock 2"};
```

```
// Build a query expression using extension methods  
// granted to the Array via the Enumerable type
```

```
var subset = games.Where(game => game.Length > 6).  
    OrderBy(game => game).Select(game => game);
```

```
foreach (var game in subset)  
    Console.WriteLine(game);  
Console.WriteLine();
```

```
var subset =  
    from g in games  
    where g.Length > 6  
    orderby g  
    select g;
```



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# Standard Query Operators

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# Query Expression Trees



# Query Expression Trees

- A query **expression tree** is an efficient data structure representing a LINQ expression
  - Type of abstract syntax tree used for storing parsed expressions from the source code
  - Lambda expressions often translate into query expression trees
- **IQueryable<T>** is interface implemented by query providers (e.g. LINQ to SQL, LINQ to XML, LINQ to Entities)
- **IQueryable<T>** objects use expression trees



- LINQ queries can be performed over two standard .NET interfaces:
  - **IEnumerable<T>**
    - At compile time IL is emitted
  - **IQueryable<T>**
    - At compile time a query expression tree is emitted
  - **Both are evaluated at runtime**



- When any element of the `IQueryable<T>` result is being accessed for the first time
  - A query is generated from the expression tree and is executed

```
int[] nums = new int[] {  
    6, 2, 7, 1, 9, 3 };  
var numsLessThanFour =  
    from i in nums  
    where i < 4  
    select i;  
foreach (var item in numsLessThanFour)  
    Console.WriteLine(item);
```

Variable is of type  
**`IQueryable<int>`**

Query is generated  
and executed here



- **IQueryable<T>** uses expression trees which provide it mechanisms:
  - For smart decisions and optimizations when query is generated
    - Based on analysis of expression trees
  - Optimizing multiple nested or complex queries
  - Combining multiple queries into very efficient single one



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# LINQ to Objects





- **LINQ to Objects** refers to using LINQ queries directly over `IEnumerable<T>` collection
  - Without the an intermediate LINQ provider or API, such as LINQ to SQL or LINQ to XML
  - Applicable to any enumerable collection
- The old school data retrieval approach
  - Write complex **foreach** loops that specify how to retrieve data from a collection
- The LINQ approach – write declarative code that describes what to be retrieved



- LINQ queries offer three main advantages over traditional **foreach** loops
  - They are more concise and easy-to-read
    - Especially when filtering by multiple conditions
  - Provide powerful filtering, ordering, and grouping capabilities
  - Can be ported to other data sources with little or no modification



- **LINQ to Objects** is performing SQL-like queries on in-memory data collections and arrays

```
string[] presidents = { "Adams", "Arthur", "Buchanan",  
    "Bush", "Carter", "Cleveland", "Clinton", "Coolidge",  
    "Eisenhower", "Fillmore", "Ford", "Garfield", "Grant",  
    "Harding", "Harrison", "Hayes", "Hoover", "Jackson",  
    "Jefferson", "Johnson", "Kennedy", "Lincoln",  
    "Madison", "McKinley", "Monroe", "Nixon", "Pierce",  
    "Polk", "Reagan", "Roosevelt", "Taft", "Taylor",  
    "Truman", "Tyler", "Van Buren", "Washington",  
    "Wilson"};  
string president =  
    presidents.Where(p => p.StartsWith("Lin")).First();  
Console.WriteLine(president);
```

```
string president =  
    (from p in presidents  
     where p.StartsWith("Lin")  
     select p).First();
```



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# LINQ to Objects

## - WORKSHOP -



- Counting the Occurences of a Word in a String

```
string text = "Historically, the world of data ...";
```

```
...
```

```
string searchTerm = "data";
```

```
string[] source = text.Split(  
    new char[] { '.', '?', '!', ' ', ';', ':', ',' },  
    StringSplitOptions.RemoveEmptyEntries);
```

```
// Use ToLower() to match both "data" and "Data"
```

```
var matchQuery =
```

```
    from word in text
```

```
    where word.ToLower() == searchTerm.ToLower()
```

```
    select word;
```

```
int wordCount =
```

```
    matchQuery.Count();
```

```
int wordCount = text.Select(  
    w => w.ToLower() ==  
    searchTerm.ToLower()).Count();
```



# Count the Occurences of a Word in a String - WORKSHOP -



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# Querying Collections



- What can we query?
  - Not everything can be queried by LINQ to Objects
  - The objects need to be a collection
  - It must implement the **IEnumerable<T>** interface
- The good news
  - Almost all standard collections in .NET Framework implements **IEnumerable<T>**





- What can be queried using LINQ to Objects?
  - Arrays – **T[]**
  - Generic lists – **List<T>**
  - Generic dictionaries – **Dictionary<K,V>**
  - Strings – **string**
  - Other collections that implements **IEnumerable<T>**



- Any kind of arrays can be used with LINQ
  - Can be even an untyped array of objects
  - Queries can be applied to arrays of custom objects
  - Example:

```
Book[] books = {  
    new Book { Title="LINQ in Action" },  
    new Book { Title="LINQ for Fun" },  
    new Book { Title="Extreme LINQ" } };
```

```
var titles = books  
    .Where(book => book.Title.Contains("Action"))  
    .Select(book => book.Title);
```

```
var titles =  
    from b in books  
    where b.Title.Contains("Action")  
    select b.Title;
```



- The previous example can be adapted to work with a generic list
  - `List<T>`, `LinkedList<T>`, `Queue<T>`, `Stack<T>`, `HashSet<T>`, etc.

```
List<Book> books = new List<Book>() {  
    new Book { Title="LINQ in Action" },  
    new Book { Title="LINQ for Fun" },  
    new Book { Title="Extreme LINQ" } };  
var titles = books  
    .Where(book => book.Title.Contains("Action"))  
    .Select(book => book.Title);
```



# Querying Generic Lists

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- Although **System.String** may not be perceived as a collection at first sight
  - It actually is a collection, because it implements **IEnumerable<char>**
- String objects can be queried with LINQ to Objects, like any other collection

```
var count = "Non-letter characters in this string: 8"  
    .Where(c => !Char.IsLetter(c))  
    .Count();  
Console.WriteLine(count);  
// The result is: 8
```

```
var count =  
    (from c in "Non-letter..."  
     where !Char.IsLetter(c)  
     select c).Count();
```

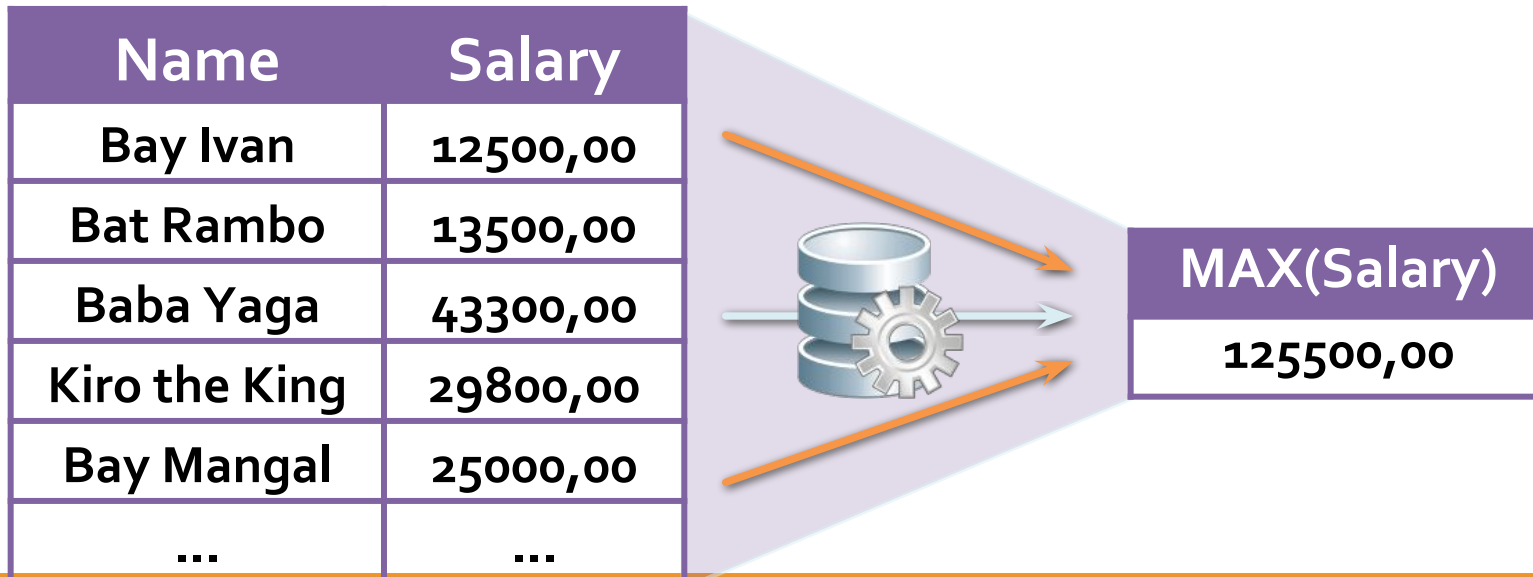


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# LINQ Operations



- An aggregation operation computes a single value from a collection of values
- Example of aggregation of field over a sequence of employees





- **Average()**
  - Calculates the average value of a collection
- **Count()**
  - Counts the elements in a collection
- **Max()**
  - Determines the maximum value in a collection
- **Sum()**
  - Sums the values in a collection





- **Count(<condition>)**

```
double[] temperatures =  
    {28.0, 19.5, 32.3, 33.6, 26.5, 29.7};
```

```
int highTempCount = temperatures.Count(  
    Console.WriteLine(highTempCount);  
// The result is: 2
```

```
var highTemp =  
    (from p in temperatures  
     where p > 30  
     select p).Count();
```

- **Max()**

```
double[] temperatures =  
    {28.0, 19.5, 32.3, 33.6,  
double maxTemp = temperatures.Max();  
Console.WriteLine(maxTemp);  
// The result is: 33.6
```

```
var highTemp =  
    (from p in temperatures  
     select p).Max();
```



- **Projection** refers to the act of transforming the elements of a collection into a different type
  - The resulting type is defined by the developer
- **Projection operators in LINQ**
  - **Select** – projects single values that are based on a transform function
  - **SelectMany** – projects collections of values into a new collection containing all values



- **Select(<transform-function>)**

```
List<string> words =  
    new List<string>() { "an", "apple", "a", "day" };  
var query =  
    from word in words  
    select word.Substring(0, 1);  
  
foreach (string s in query)  
{  
    Console.WriteLine("{0} ",s);  
}  
// The result is: a a a d
```

```
var query =  
    words.Select(w =>  
        w.Substring(0,1));
```



- **SelectMany(<multi-value-function>)**

```
string[] sentence = new string[] {  
    "The quick brown",  
    "fox jumped over",  
    "the lazy dog"};  
  
// SelectMany returns nine strings  
// (sub-iterates the Select result)  
IEnumerable<string> allWords =  
    sentence.SelectMany(segment => segment.Split(' '));  
  
foreach (var word in allWords)  
    Console.WriteLine(" {0}", word);  
  
// Result: The quick brown fox jumped over the lazy  
dog
```



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# Projections

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- **Converting a collection to a different type**
  - Can change the type of the collection
  - Can change the type of the elements
- **Conversion operations in LINQ queries are useful in a variety of applications**
- **For example:**
  - `Enumerable.AsEnumerable<TSource>`
  - `Enumerable.OfType<TResult>`
  - `Enumerable.ToArray(TSource)`



- If start with "As"
  - Change the static type of the source collection but do not enumerate it
- If start with "To"
  - Enumerate the source collection and turn each item into the corresponding collection type

```
string[] towns =  
    {"Sofia", "Plovdiv", "Varna", "Bourgas", "Pleven"};  
List<string> list = towns.ToList();
```



- A sorting operation orders the elements of a sequence based on one or more attributes
- Standard query operator
  - **OrderBy(...)**
  - **OrderByDescending(...)**
  - **ThenBy(...)** – performs a secondary sort in ascending order
  - **ThenByDescending(...)**
  - **Reverse(...)**





# Sorting - Example

```
string[] words = { "Cluj", "Oradea",  
    "Baia Mare", "Arad", "Timisoara" };  
IEnumerable<string> query =  
    from word in words  
    orderby word.Length, word.Substring(0, 1) descending  
    select word;
```

```
foreach (string str in query)  
    Console.WriteLine(str);
```

```
/* The result is:
```

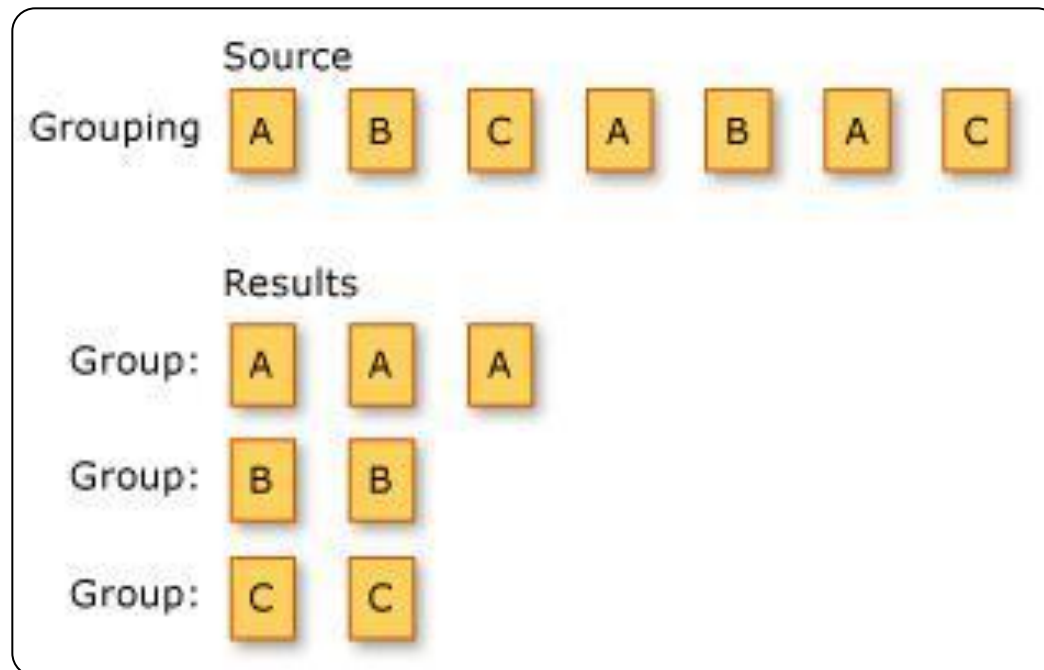
```
Arad  
Baia Mare  
Cluj  
Oradea  
Timisoara
```

```
*/
```

```
var query =  
    words.Select(word => word).  
    OrderBy(word => word.Length).  
    ThenByDescending(  
        word => word.Substring(0, 1));
```



- Operation of putting data into groups
  - The elements in each group share a common value for some attribute
- Example





# Creating Groups and Maps

- **GroupBy()**

- Groups elements that share a common attribute, called **key**
- Each group is represented by a sequence of **IGrouping(TKey, TElement)** objects

- **ToLookup()**

- Inserts elements into a **Lookup(TKey, TElement)** based on a key selector function
- **Distinct()**
- Returns distinct elements from a collection



# Group By - Examples

```
var people = new[] {  
    new { Name = "Ionel", Town = "Oradea"},  
    new { Name = "Alin", Town = "Cluj"},  
    new { Name = "Marin", Town = "Cluj"},  
    new { Name = "Gigel", Town = "Oradea"}  
};
```

```
var peopleByTowns =  
    from p in people  
    group p by p.Town;
```

```
var peopleByTowns =  
    people.GroupBy(t => t.Town);
```

```
foreach (var town in peopleByTowns)  
{  
    Console.WriteLine("Town {0}: ", town.Key);  
    foreach (var person in town)  
        Console.WriteLine("{0} ", person.Name);  
    Console.WriteLine();  
}
```



## Group By - Examples (2)

```
int[] numbers = { 5, 4, 1, 3, 9, 8, 6, 7, 2, 0 };

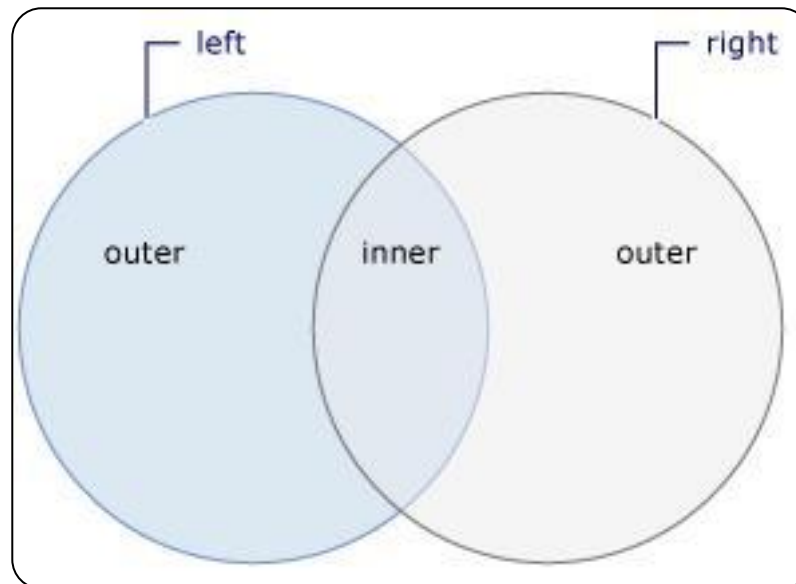
var numberGroups =
    from n in numbers
    group n by n % 3;

foreach (var g in numberGroups)
{
    Console.WriteLine("Remainder: {0} -> ", g.Key);
    foreach (var n in g)
        Console.WriteLine("{0} ", n);
    Console.WriteLine();
}

// Remainder: 2 -> 5 8 2
// Remainder: 1 -> 4 1 7
// Remainder: 0 -> 3 9 6 0
```



- Action of relating or associating one data source object with a second data source object
- The two data source objects are associated through a common value or attribute





- **Join**

- Joins two sequences based on key selector function
- And extracts the joined pairs of values

- **GroupJoin**

- Joins two sequences based on key selector functions
- And groups the resulting matches for each element



```
var owners = new[] {  
    new { Name = "Koko", Town = "Plovdiv"},  
    new { Name = "Pepi", Town = "Sofia"},  
};  
  
var pets = new[] {  
    new { Name = "Sharo", Owner = owners[0] },  
    new { Name = "Rex", Owner = owners[1] },  
    new { Name = "Poohy", Owner = owners[0] },  
};  
  
var petsWithOwners =  
    from o in owners  
    join p in pets on o.Name equals p.Owner.Name  
    select new { Owner = o.Name, Pet = p.Name };  
  
foreach (var p in petsWithOwners)  
    Console.WriteLine("{0} owned by {1}", p.Pet, p.Owner);
```

```
var petsWithOwners = owners.Join(pets,  
    (o => o.Name), (p => p.Owner.Name),  
    (o, p) => new {o.Name, p.Name });
```





# Joins

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- The queries can be nested
- For example:
  - Suppose we have collections of **Person** and collections of **Role** objects
  - We want get all roles for given person (ID = 1)

```
var query = people
    .Where(p => p.ID == 1)
    .SelectMany(p => roles
        .Where(r => r.ID == p.RoleID)
        .Select(r =>
            new { p.FirstName, p.LastName, r.Role }));
```



# Nested Queries

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