

# Metode avansate de programare

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Informatică Româna, 2017-2018, Curs 11

Generics, Collections, Delegates, Events, Lambda expressions, LINQ

# Genericitate

- Incepand cu versiunea 2.0
- Spre deosebire de Java, in .NET generics au suport nativ in IL (intermediate language) si in CLR.
- Prin urmare, limitarile de la Java generics dispar:
  - Se poate instantia parametru generic cu tipuri valoare
  - **La executie** se face diferenta intre:  
`List<Integer>` and `List<String>`
  - Clasele de exceptii pot fi generice
  - Arrays pot avea elemente de tip generic
  - Un membru static poate sa refere un parametru de tip generic

# Metode generice

**Java:** `public <T> T foo (T x);` **C#:** `public T foo <T> (T x);`

```
static void Swap<T>(ref T a, ref T b)
{
    T temp = b;
    a = b;
    b = temp;
}
```

```
int x = 5, y = 10;
Swap(ref x, ref y); //without parameters type
Swap<int>(ref x, ref y); //with parameters type
```

- **Metodele și declarațiile de tipuri** sunt singurele construcții care pot introduce parametri generici.
- Proprietățile, indexatorii, câmpurile, operatorii, etc. nu pot să declare parametrii generici

```
class Vector<T>
{
    public T this[int index]
    {
        get { return data[index]; }
    }
}
```

# Declararea parametrilor generici

- Parametrii generici pot fi introdusi in declaratii de clasa, structura, interfata, delegati si metode.

```
public struct AStruct<T>
{
    public T Value { get; }
}
```

```
class Dictionary<TKeyType, TValueType> {...}
```

```
public interface IComparable<T>
{
    int CompareTo(T other);
}
```

# default() operator

- Returneaza valoarea implicita a tipului argument
- Daca T este un tip referinta `default(T)` va avea valoare null
- Daca T este un tip valoare `default(T)` va avea valoarea default specifica tipului corespunzator

```
static void init<T>(T[] array)
{
    for (int i = 0; i < array.Length; i++)
        array[i] = default(T);
}
```

# Constrângeri

- Exista 3 tipuri de constrangeri:
  - *De derivare*: care indica compilatorului că parametrul de tip generic (T) este derivat dintr-un tip de bază.
  - *Constructor implicit*: se indica faptul ca (T) trebuie sa aiba un constructor implicit (fara parametrii).
  - *Reference/Valoare*: T este class/struct
- Constrangerile pot fi aplicate atat **la nivel de tip** cat si **la nivel de metoda!**

# Constrângeri

Constraint	Description
where T: struct	The type argument must be a value type. Any value type except <a href="#">Nullable</a> can be specified. See <a href="#">Using Nullable Types</a> for more information.
where T : class	The type argument must be a reference type; this applies also to any class, interface, delegate, or array type.
where T : new()	The type argument must have a public parameterless constructor. When used together with other constraints, the new( ) constraint must be specified last.
where T : <base class name>	The type argument must be or derive from the specified base class.
where T : <interface name>	The type argument must be or implement the specified interface. Multiple interface constraints can be specified. The constraining interface can also be generic.
where T : U	The type argument supplied for T must be or derive from the argument supplied for U.

# Constrângeri

```
public class Employee {... }  
public class GenericList<T> where T : Employee { ... }
```

```
public interface IComparable<T>  
{  
    int CompareTo(T other);  
}
```

```
static T Max<T>(T a, T b) where T : IComparable<T>  
{  
    return a.CompareTo(b) > 0 ? a : b;  
}
```

```
class Stack<T>  
{  
    Stack<U> FilteredStack<U>() where U : T {...}  
}
```



# Generics and Inheritance

- Fie  $S$  un subtip al lui  $T$
- Nu exista relatie de mostenire intre:

`SomeGenericClass<S>` and `SomeGenericClass<T>`

# Înlocuirea Wildcards in C#

- There's no C# equivalent of Java's wildcards!
- Consideram urmatoare ierarhie de clase:
  - `class Circle : Shape {...}`
  - `class Rectangle : Shape {...}`
  - `List<Circle> circles   List<Shape> shapes`
- Care ar trebui sa fie signatura metodei **drawShapes** care primeste o lista de obiecte de tipul **Shape** si le deseneaza?
- `DrawShapes(List<Shapes> shapes) ???`
  - aceasta metoda nu se poate apela pentru o lista de obiecte de tipul Circle  
(`DrawShapes(List<Circle> circles)`)

# Înlocuirea Wildcards in C#

- Solutia: folosirea unei clase auxiliare sau a unei metode generice cu constrangeri

```
class DrawHelper<T> where T : Shape
{
    public static void DrawShapes(List<T> shapes);
}
```

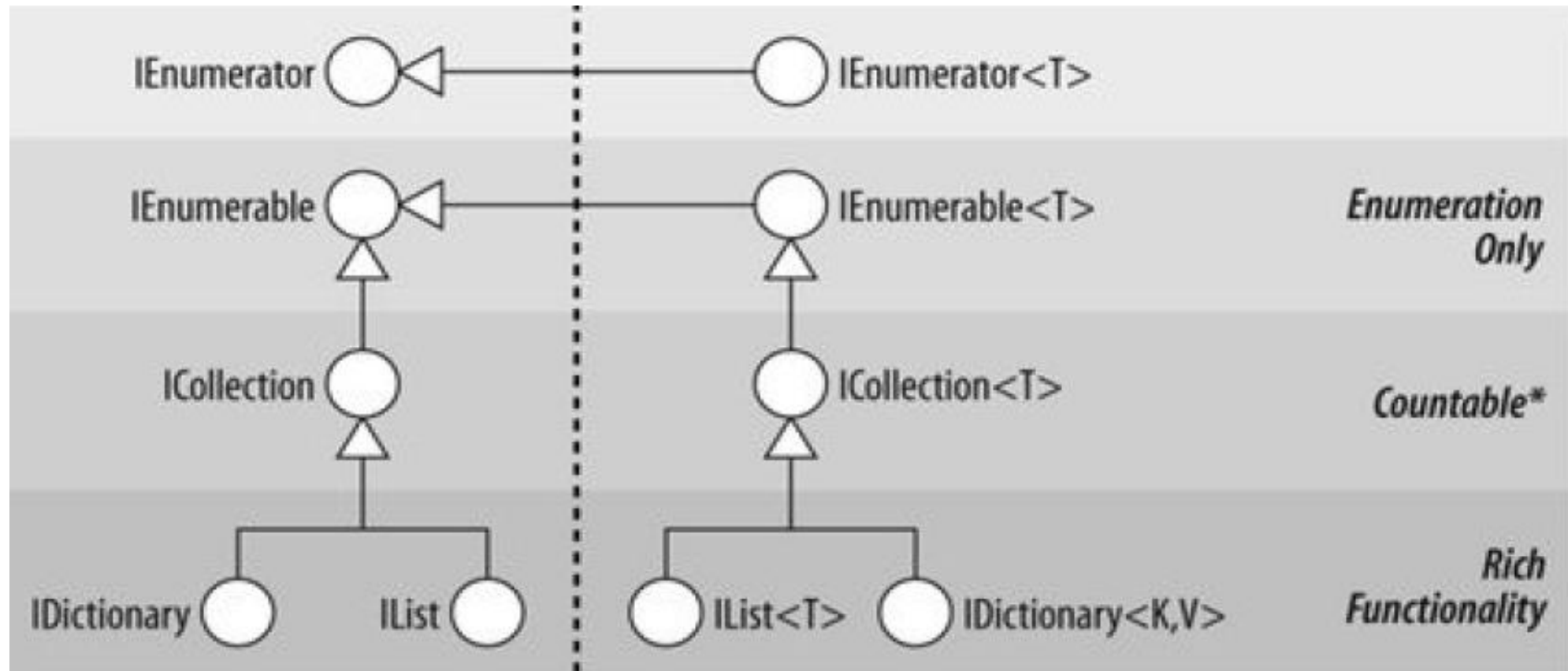
apelul metodei DrawShapes:

```
DrawHelper<Shape>.DrawShapes(listOfShapes);
DrawHelper<Circle>.DrawShapes(listOfCircles);
```

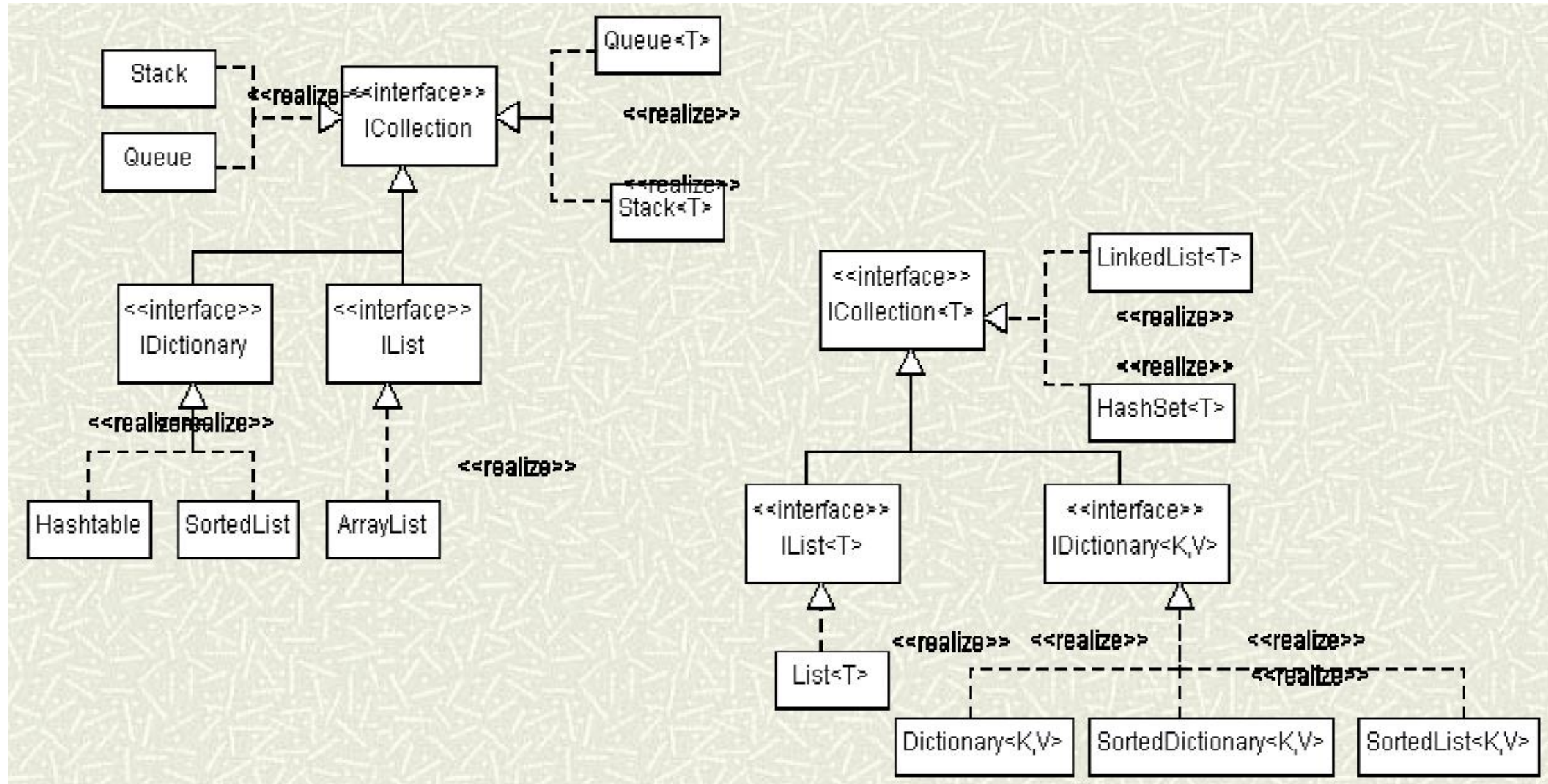
```
public static void DrawShapes<T>(List<T> shapes) where T : Shape
{
}
}
```

# Collections

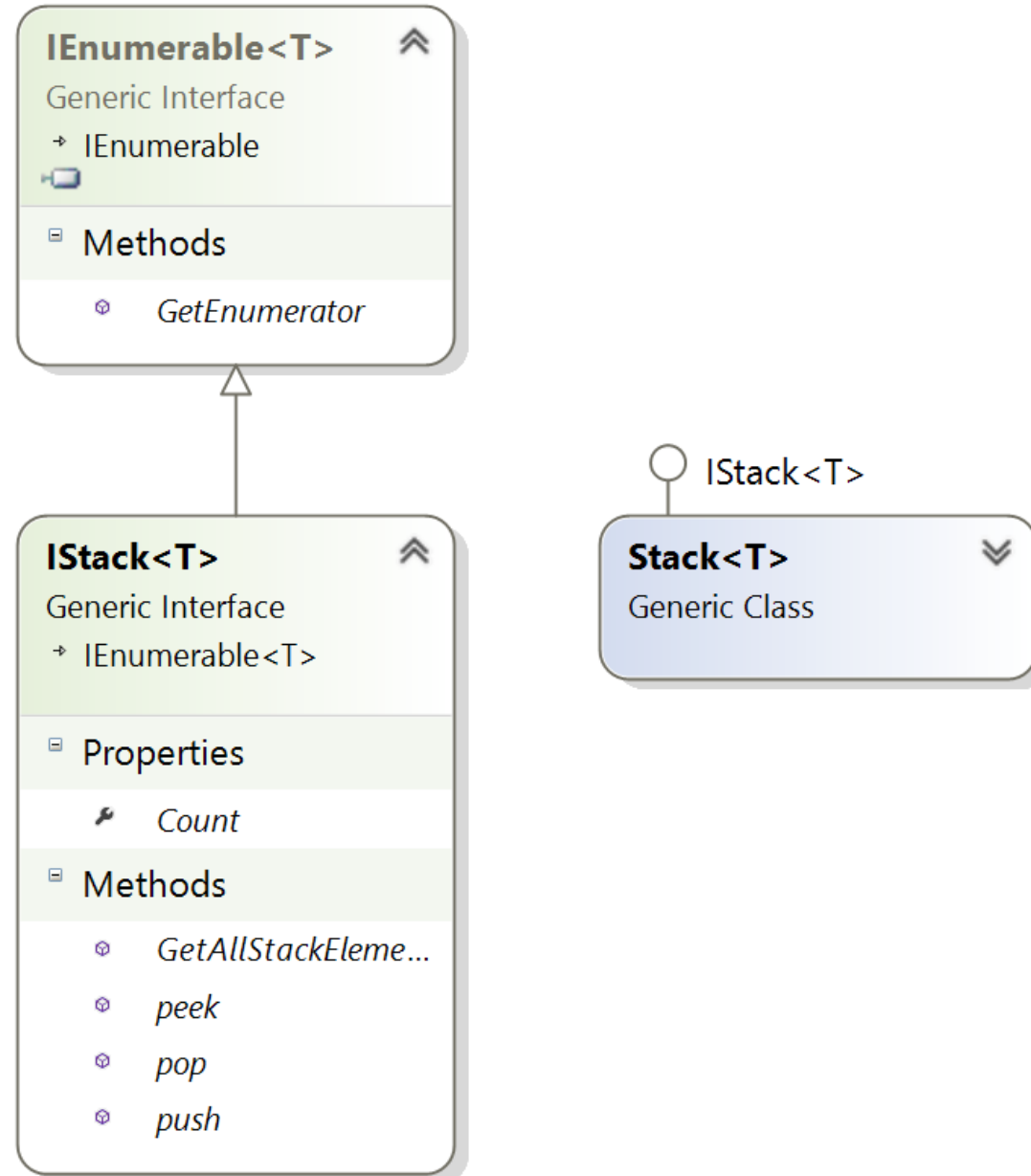
- `System.Collections.Generic;`
- `System.Collections;`



# Ierarhia structurilor de date



# Exemplu



# Exemplu

```
interface IStack<T>: IEnumerable<T>
{
    int Count { get; }
    void push(T element);
    T pop();
    T peek();
    T[] GetAllStackElements();
}
```

```
class Stack<T> : IStack<T>
{
    private int capacity;
    private T[] elems;
    private int top;

    public Stack(int maxCapacity)
    {
        capacity = maxCapacity;
        elems = new T[capacity];
        top = -1;
        //initialize top with -1
    }
}
```

```
public interface IEnumerable<out T> : IEnumerable
```

```
public IEnumerator<T> GetEnumerator()
{
    return new MyIterator(this);
}
```

```
IEnumerator IEnumerable.GetEnumerator()
{
    return GetEnumerator();
}
```

# Exemplu

```
public class MyIterator : IEnumerator<T>
{
    private Stack<T> stack;
    int current;
    T[] elems;

    public MyIterator(Stack<T> stack)
    {
        this.stack = stack;
        current = stack.Count - 1;
        elems = stack.GetAllStackElements();
    }

    public T Current { get; }

    public bool MoveNext() { }
}
```

In C# clasele interne nu au acces la membri clasei outer!!! Din acest motiv MyIterator are o referinta la Stack! Vezi constructorul MyIterator(Stack<T> stack)



# Delegates (delegați)

- Problema: trebuie să se execute o anumită acțiune, dar nu se știe dinainte care anume, sau ce obiect va trebui efectiv utilizat.
- Un **delegat** este un tip referință folosit pentru a încapsula o metodă cu un anumit antet
- Orice metodă care are acest antet poate fi legată la un anumit delegat.

# Delegates (delegați)

- *Declarare:*

```
delegate <return type > DelegateName(< list of parameters >);
```

- *Example:*

```
delegate int ArithmeticOperation(int a, int b);
```

- Delegatii definiti de utilizator sunt subclase ale clasei System.[Delegate](#). Acestea sunt automat generate de compilator si nu pot fi create explicit de catre utilizator.

# Exemplu

```
class Student :IComparable<Student>
{
    public int StudentID { get; set; }
    public String StudentName { get; set; }
    public int Age { get; set; }

    public override string ToString()
    {
        return StudentID + " " + StudentName + " " + Age;
    }

    public int CompareTo(Student other)
    {
        return this.StudentName.CompareTo(other.StudentName);
    }
}
```

# Exemplu

```
delegate bool StudentPredicate(Student s);
```

```
public static bool TeenAgerStudent(Student s)
{
    return s.Age > 12 && s.Age < 20;
}
```

```
public static bool AdultStudent(Student s)
{
    return s.Age >= 20;
}
```

```
Student s = new Student() { StudentID = 1, StudentName = "Cris", Age = 19 };
```

```
StudentPredicate testIfTeenAger = new StudentPredicate(TeenAgerStudent);
Console.WriteLine(testIfTeenAger(s));
```

```
StudentPredicate testIfAdult = new StudentPredicate(AdultStudent);
Console.WriteLine(testIfAdult(s));
```

```
//metode anonime
```

```
StudentPredicate testIfRetired = delegate (Student stud) { return stud.Age > 60; };
Console.WriteLine(testIfRetired(s));
```

```
//lambda
```

```
StudentPredicate testIfChild = stud => stud.Age <=12 ;
Console.WriteLine(testIfChild(s));
```

# Multicast Delegates

```
delegate bool StudentPredicate(Student s);
```

```
StudentPredicate testStudent = AdultStudent; // sau new StudentPredicate(AdultStudent);  
Console.WriteLine(testStudent(s));
```

```
//multicast delegate  
testStudent += TeenAgerStudent;  
Console.WriteLine(testStudent(s));
```

```
public static bool TeenAgerStudent(Student s)  
{  
    return s.Age > 12 && s.Age < 20;  
}
```

```
public static bool AdultStudent(Student s)  
{  
    return s.Age >= 20;  
}
```

# Generics and Delegates

## filter students

```
delegate bool Predicate<T>(T entity);
```

```
public List<T> Filter<T>(List<T> list, Predicate<T> test)
{
    List<T> res = new List<T>();
    foreach (var entity in list)
        if (test(entity))
            res.Add(entity);
    res.Sort();
    return res;
}
```

```
public List<Student> filterTeenAgerStudents()
{
    return Filter(studentList, TeenAgerStudent);
}
```

```
studentList=InitStudentList();
```

```
List<Student> list=filterTeenAgerStudents();
Console.WriteLine("TeenAger Students Ascending by Name");
foreach (var s in list)
    Console.WriteLine(s);
```

```
public static bool TeenAgerStudent(Student s)
{
    return s.Age > 12 && s.Age < 20;
}
```

# Generics and Delegates Filter&Sorter

```
delegate bool Predicate<T>(T entity);
```

```
public List<T> FilterAndSorter<T>(List<T> list, Predicate<T> test, Comparison<T> comp)
{
    List<T> res = Filter(list, test);
    res.Sort(comp);
    return res;
}
```

```
public List<Student> FilterTeenAgerStudentsDescByAge()
{
    return FilterAndSorter(studentList, TeenAgerStudent, (x, y) => { return -(x.Age - y.Age); });
}
```

```
studentList=InitStudentList();
```

```
list = FilterTeenAgerStudentsDescByAge();
Console.WriteLine("TeenAger Students Descending by Age");
foreach (var s in list)
    Console.WriteLine(s);
```

# Evenimente

- Events are a language feature that formalizes the Publisher/Subscriber (Observer) pattern.
- An *event* is a wrapper for a delegate that exposes just the subset of delegate features required for the publisher/subscriber model.
- The main purpose of events is to prevent subscribers from interfering with each other.
- To declare an event member, the **event** keyword is put in front of a delegate member.



# Evenimente

## 1. Definirea unei metode delegate publica

```
public delegate void DelegateEvent(Object sender, EventArgs args);
```

## 2. Definirea unei clase care lanseaza evenimentul (Publisher)

```
class Publisher
{
    public event DelegateEvent eventName;
    ...
    someMethod(...)
    {
        EventArgsSubClass args =
            new EventArgsSubClass(some data);

        //code that raises an event
        eventName(this, args);
        //or eventName(this, null);
    }
}
```

Primul parametru este **sursa** evenimentului (cine lanseaza evenimentul ), iar cel de-al doilea pastreaza anumite **informatii** care **sunt transmise consumatorului de eveniment** (event handler) sau metodei care trateaza evenimentul.

# Evenimente

## 3. Definirea unei clase care trateaza aparitia evenimentului (observer/consumer)

```
class Observer
{
    //the methods that matches the delegate signature
    public void OnEventName(Object sender, EventArgs args)
    {
        //event handling code
    }
    ...
}

//create the publisher(subject)
Publisher pub = new Publisher(...);
//create the observers
Observer obs1 = new Observer(...);
Observer obs2 = new Observer(...);
//subscribe the observers to the event
pub.eventName += new DelegateEvent(obs1.OnEventName);
pub.eventName += new DelegateEvent(obs2.OnEventName);
pub.someMethod(...); //explicit call of the method that raises the event
```

# Button click event example

```
public delegate void EventHandler(object sender, EventArgs e);
```

```
namespace C11
{
    partial class Form1
    {
        private System.Windows.Forms.Button button1;
        ...
        private void InitializeComponent()
        {
            this.button1 = new System.Windows.Forms.Button();
            this.button1.Click += new System.EventHandler(this.button1_Click);
            ...
        }
    }
}

namespace C11
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e) { ... }
    }
}
```

# Generic delegate EventHandler

- Incepend cu .Net 2.0 a fost definit un delegate generic, numit **System.EventHandler<T>**

```
public delegate void EventHandler<TEventArgs> (object source, TEventArgs e) where TEventArgs :  
    EventArgs;  
  
//publisher class  
public event EventHandler<TEventArgs> concreteEvent;  
  
protected virtual void OnEvent(TEventArgs e)  
{  
    if (concreteEvent != null) concreteEvent(this, e);  
}
```

Continuam la seminar exemplul cu Observer din Java!

```
public interface EventHandler {  
    void handleEvent(Object sender, EventArgs e);  
}
```

# Partial classes

```
namespace C11
{
    partial class Form1
    {
        private System.Windows.Forms.Button button1;
        private void InitializeComponent()
        {
            this.button1 = new System.Windows.Forms.Button();
            this.button1.Click += new System.EventHandler(this.button1_Click);
        }
    }
}

namespace C11
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
        private void button1_Click(object sender, EventArgs e) { }
    }
}
```

# Extensions methods

```
public static class MyExtensionMethods
{
    public static bool IsNumeric(this string s)
    {
        float output;
        return float.TryParse(s, out output);
    }
}
```

```
string test = "4";
if (test.IsNumeric())
    Console.WriteLine("Yes");
else
    Console.WriteLine("No");
```

# LINQ

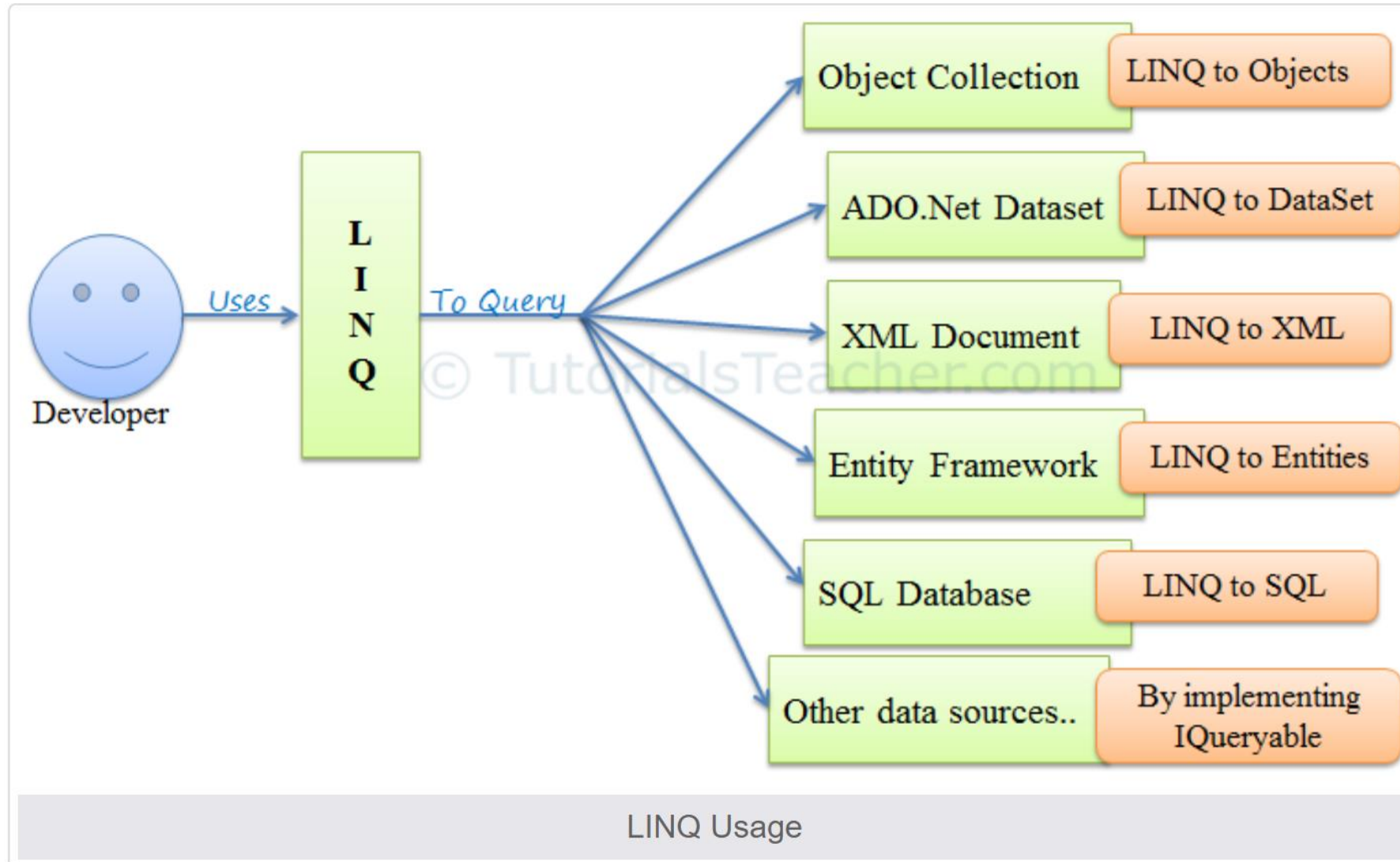
```
List<Student> studentList = new List<Student>();
studentList.Add(new Student() { StudentID = 1, StudentName = "John", Age = 18 });
studentList.Add(new Student() { StudentID = 2, StudentName = "Steve", Age = 21 });
studentList.Add(new Student() { StudentID = 3, StudentName = "Bill", Age = 25 });
studentList.Add(new Student() { StudentID = 4, StudentName = "Ram", Age = 20 });
studentList.Add(new Student() { StudentID = 5, StudentName = "Ron", Age = 31 });
studentList.Add(new Student() { StudentID = 6, StudentName = "Chris", Age = 17 });
studentList.Add(new Student() { StudentID = 7, StudentName = "Rob", Age = 19 });
```

## Interogarea unei liste de studenti.....

```
List<Student> teenAgerStudents = studentList.Where(s => s.Age > 12 && s.Age <
20).ToList<Student>();
```

```
List<Student> studentsStartWith = studentList.Where(s =>
s.StudentName.StartsWith("R")).ToList<Student>();
```

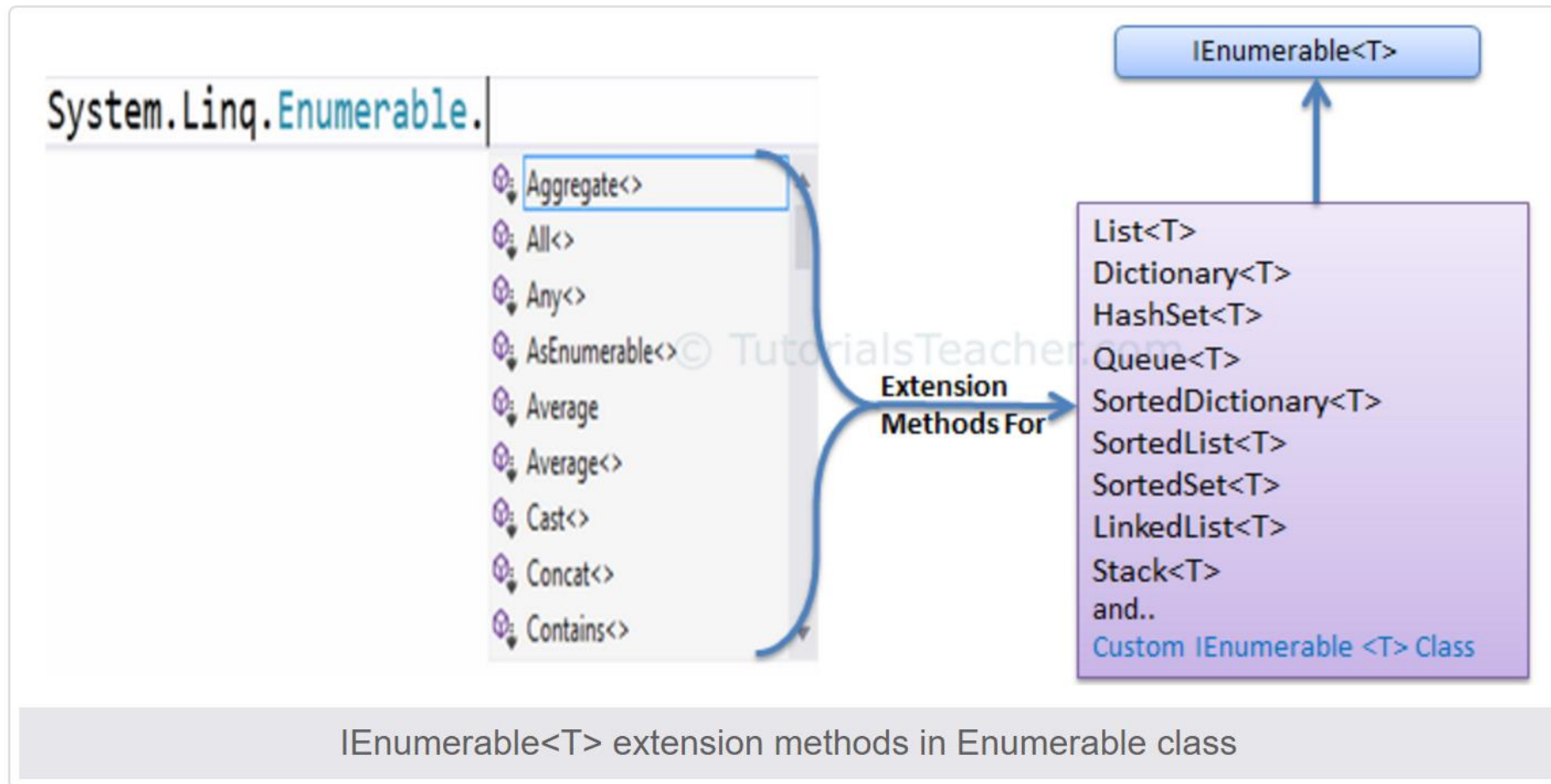
# LINQ



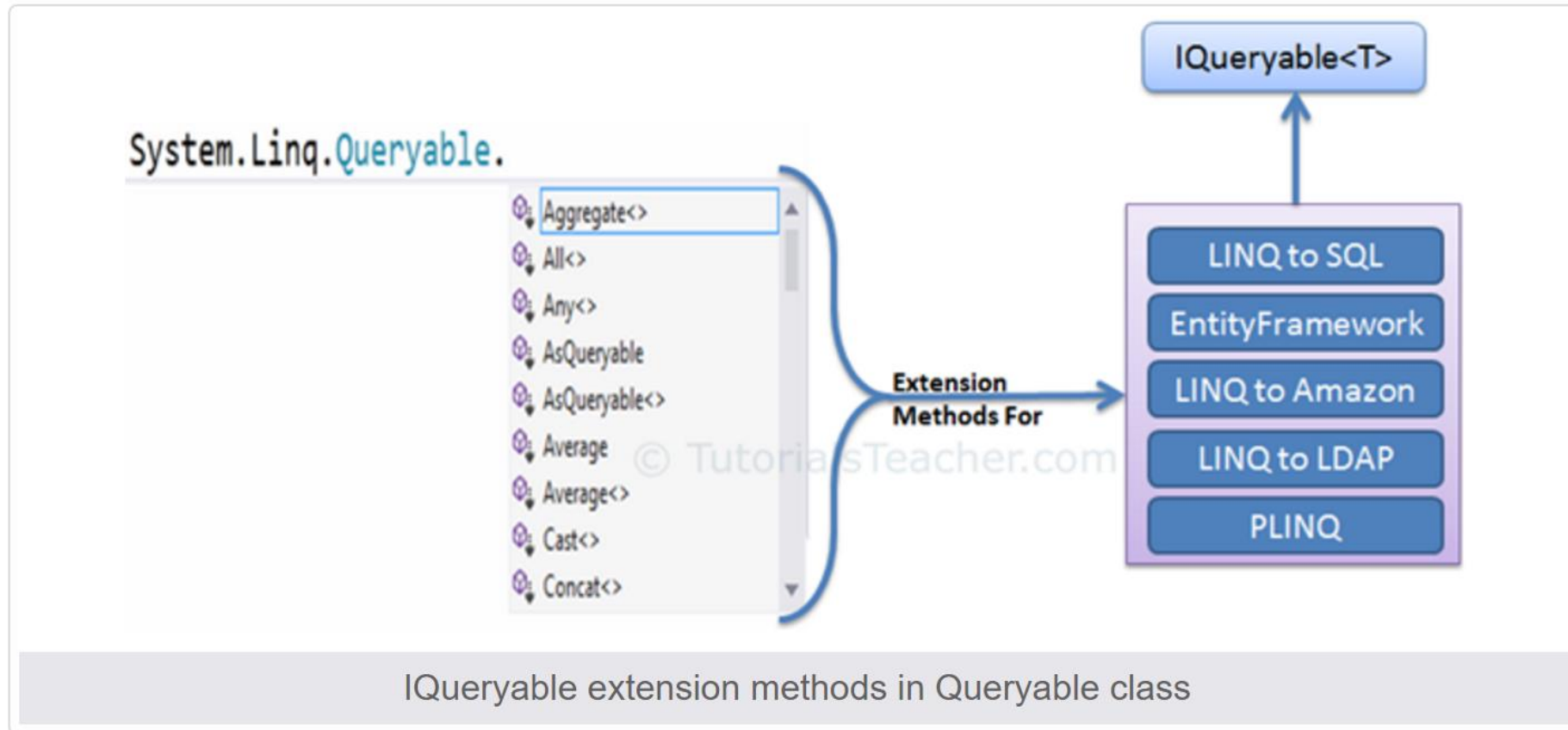


# LINQ API

- LINQ is nothing but **the collection of extension methods** for classes that implements **IEnumerable** and **IQueryable** interface. (namespace *System.Linq*)



# LINQ Queryable



For example, Entity Framework api implements `IQueryable<T>` interface to support LINQ queries with underlying database like SQL Server.

# LINQ Method Syntax

```

IList<string> stringList = new List<string>() {
    "C# Tutorials",
    "VB.NET Tutorials",
    "Learn C++",
    "MVC Tutorials" ,
    "Java"
};
var result = stringList.Where(s => s.Contains("Tutorials"));

```

▲ 1 of 2 ▼ (extension) `IEnumerable<string> IEnumerable<string>.Where<string>(Func<string, bool> predicate)`  
Filters a sequence of values based on a predicate.  
***predicate:*** A function to test each element for a condition.

# LINQ Method Syntax

```
public static void Linq5()
{
    string[] digits = { "zero", "one", "two", "three", "four", "five", "six", "seven",
                        "eight", "nine" };

    var shortDigits = digits.Where((digit, index) => digit.Length < index);
    //digits.Where()
    Console.WriteLine("Short digits:");
    foreach (var d in shortDigits)
    {
        Console.WriteLine("The word {0} is shorter than its value.", d);
    }
}
```

▲ 2 of 2 ▼ (extension) `IEnumerable<string> IEnumerable<string>.Where<string>(Func<string, int, bool> predicate)`

Filters a sequence of values based on a predicate. Each element's index is used in the logic of the predicate function.

**predicate:** A function to test each source element for a condition; the second parameter of the function represents the index of the source element.

# LINQ Query Syntax

- Query syntax is similar to SQL (Structured Query Language) for the database.

```
// string collection
IList<string> stringList = new List<string>() {
    "C# Tutorials",
    "VB.NET Tutorials",
    "Learn C++",
    "MVC Tutorials" ,
    "Java"
};

// LINQ Query Syntax
var result = from s in stringList
              where s.Contains("Tutorials")
              select s;
```

# LINQ Query Syntax

```
public void Linq2()
{
    List<Product> products = GetProductList();

    var soldOutProducts =
        from p in products
        where p.UnitsInStock == 0
        select p;

    Console.WriteLine("Sold out products:");
    foreach (var product in soldOutProducts)
    {
        Console.WriteLine("{0} is sold out!", product.ProductName);
    }
}
```

# LINQ Language Integrated Query

- **Standardized way of querying multiple data sources:** The same LINQ syntax can be used to query multiple data sources.
- **Less coding:** It reduces the amount of code to be written as compared with a more traditional approach.
- **Readable code:** LINQ makes the code more readable so other developers can easily understand and maintain it.
- **Compile time safety of queries:** It provides type checking of objects at compile time.
- **IntelliSense Support:** LINQ provides IntelliSense for generic collections.

# LINQ



- <https://code.msdn.microsoft.com/101-LINQ-Samples-3fb9811b>
- Seminar 12



# C# Version History

- <http://www.tutorialsteacher.com/csharp/csharp-version-history>