



Chapter 5

Delegate, event and LINQ



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Delegates in .NET



What is the Delegates?

- ◆ The delegate is **a reference type data type** that defines the method signature
- ◆ Delegate types are derived from the Delegate class in .NET. Delegate types are sealed and it is not possible to derive custom classes from Delegate
- ◆ Using delegates, we can **call any method, which is identified only at run-time**
- ◆ **To associate a delegate with a particular method, the method must have the same return type and parameter type as that of the delegate**
- ◆ Represents a delegate, which is a data structure that refers to a static method or to a class instance and an instance method of that class



Delegate Class

- ◆ The Delegate class is a built-in class defined to create delegates in C#

Constructors

<code>Delegate(object, string)</code>	Calls a method referenced by the object of the class given as the parameter
<code>Delegate(type, string)</code>	Calls a static method of the class given as the parameter

Properties

<code>Method</code>	Gets the method represented by the delegate
<code>Target</code>	Gets the class instance on which the current delegate invokes the instance method



Delegate Class

Methods	
<code>Combine(Delegate, Delegate)</code>	Concatenates the invocation lists of two delegates
<code>CreateDelegate(Type, MethodInfo)</code>	Creates a delegate of the specified type to represent the specified static method
<code>DynamicInvoke(Object[])</code>	Dynamically invokes (late-bound) the method represented by the current delegate
<code>GetInvocationList()</code>	Returns the invocation list of the delegate
<code>GetMethodImpl()</code>	Gets the static method represented by the current delegate
<code>RemoveImpl(Delegate)</code>	Removes the invocation list of a delegate from the invocation list of another delegate
<code>Clone()</code>	Creates a shallow copy of the delegate.
<code>MemberwiseClone()</code>	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u>)

- More Delegate Class: <https://docs.microsoft.com/en-us/dotnet/api/system.delegate?view=net-5.0>



Delegate Type

◆ A delegate type maintains three important pieces of information:

- 1) The **name** of the method on which it makes calls
- 2) The **arguments** (if any) of this method
- 3) The **return value** (if any) of this method

Syntax

```
<access_modifier> delegate <return_type> DelegateName([parameters]);
```

For Example

```
public delegate int MyDelegate(int numOne, int numTwo);
```



Instantiating Delegates

```
//#1. Declare a delegate
public delegate int MyDelegate(int numOne, int numTwo);
class Program{
    static int Add(int numOne, int numTwo) => numOne + numTwo;
    static int Subtract(int numOne, int numTwo) => numOne - numTwo;
    static void Main(string[] args) {
        int n1 = 25;
        int n2 = 15;
        int result;
        // #2. Set target method
        MyDelegate obj1 = new MyDelegate(Add);
        // #3. Invoke method
        result = obj1(n1, n2);
        Console.WriteLine($"{n1} + {n2} = {result}");
        // Set target method
        MyDelegate obj2 = Subtract;
        // Invoke method
        result = obj2.Invoke(n1, n2);
        Console.WriteLine($"{n1} - {n2} = {result}");
        Console.ReadLine();
    }
}
```

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25 + 15 = 40

25 - 15 = 10



Passing Delegate as a Parameter

```
//declaring a delegate
public delegate void MyDelegate(string msg);
class MyClass {
    public static void Print(string message) =>
        Console.WriteLine($"{message.ToUpper()}");
    public static void Show(string message) =>
        Console.WriteLine($"{message.ToLower()}");
}
class Program{
    // MyDelegate type parameter
    static void InvokeDelegate(MyDelegate dele, string msg) => dele(msg);
    static void Main(string[] args){
        string msg = "Passing Delegate As A Parameter";
        InvokeDelegate(MyClass.Print, msg);
        InvokeDelegate(MyClass.Show, msg);
        Console.ReadLine();
    }
}
```

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PASSING DELEGATE AS A PARAMETER
passing delegate as a parameter



Multicast Delegate

- ◆ The delegate can point to multiple methods. A delegate that points multiple methods is called a multicast delegate
- ◆ The "+" or "+=" operator adds a function to the invocation list, and the "-" and "-=" operator removes it

```
//declaring a delegate
public delegate void MyDelegate(string msg);
class MyClass{
    public static void Print(string message) =>
        Console.WriteLine($"{message.ToUpper()}");
    public static void Show(string message) =>
        Console.WriteLine($"{message.ToLower()}");
    public static void Display(string message) =>
        Console.WriteLine($"{message}");
}
```



Multicast Delegate

```
class Program
{
    static void Main(string[] args){
        string msg = "Multicast Delegate";
        MyDelegate MyDele01 = MyClass.Print;
        MyDelegate MyDele02 = MyClass.Show;
        Console.WriteLine("***Combines MyDele01 + MyDele02***");
        MyDelegate MyDele = MyDele01 + MyDele02;
        MyDele(msg);
        Console.WriteLine("***Combines MyDele01 + MyDele02 + MyDele03***");
        MyDelegate MyDele03 = MyClass.Display;
        MyDele += MyDele03;
        MyDele(msg);
        Console.WriteLine("-----");
        Console.WriteLine("***Remove MyDele02***");
        MyDele -= MyDele02;
        MyDele("Hello World !");
        Console.ReadLine();
    }
}
```

```
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***Combines MyDele01 + MyDele02***
MULTICAST DELEGATE
multicast delegate
***Combines MyDele01 + MyDele02 + MyDele03***
MULTICAST DELEGATE
multicast delegate
Multicast Delegate
-----
***Remove MyDele02***
HELLO WORLD !
Hello World !
```



Anonymous Method

- An anonymous method is a method without a name. Anonymous methods in C# can be defined using the delegate keyword and can be assigned to a variable of delegate type

```
public delegate void MyDele(int value);

static void Main(string[] args)
{
    MyDele printValue = delegate (int val) {
        Console.WriteLine("Inside Anonymous method. Value: {0}", val);
    };
    printValue += delegate{
        Console.WriteLine("This is Anonymous Method.");
    };
    printValue(100);
}
```

Microsoft Visual Studio Debug Console

```
Inside Anonymous method. Value: 100
This is Anonymous Method.
```



Generic Delegate Types

- ◆ C# includes built-in generic delegate types `Func` and `Action`, so that we don't need to define custom delegates manually in most cases
- ◆ `Func` is a generic delegate included in the `System` namespace. It has zero or to 16 input parameters and one output parameter. The last parameter is considered as an output parameter
- ◆ `Func` does not allow `ref` and `out` parameters. It can be used with an anonymous method or lambda expression.

```
Func<T1, T2, TResult>(T1 arg1, T2 arg2) Delegate
```

- ◆ An `Action` type delegate is the same as a `Func` delegate except that the `Action` delegate doesn't return a value (can be used with a method that has a `void` return type)



Generic Delegate Types

```
class Program{
    static int Sum(int x, int y) => x + y;
    static void Print(string msg) => Console.WriteLine(msg.ToUpper());
    static void Main(string[] args){
        int a = 15, b = 25, s;
        string strResult;
        // Func delegate takes two input parameters of int type
        // and returns a value of int type:
        Func<int, int, int> sumFunc = Sum;
        //Invoke Sum method by Func delegate
        s = sumFunc(a, b);
        strResult = $"{a}+{b}={s}";
        Console.WriteLine("***Invoke Print method by Action delegate***");
        Action<string> action = Print;
        action(strResult);
        Console.ReadLine();
    }
}
```

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Invoke Print method by Action delegate
15+25=40



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Events in .NET

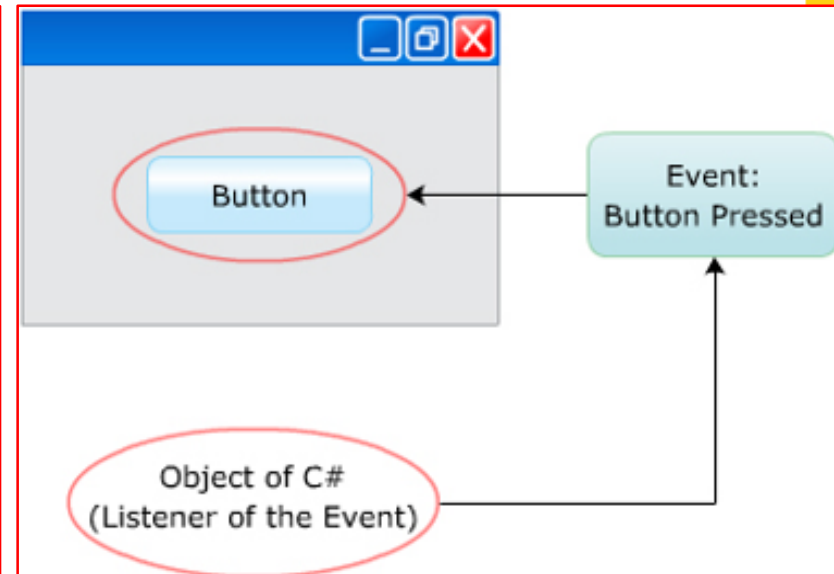
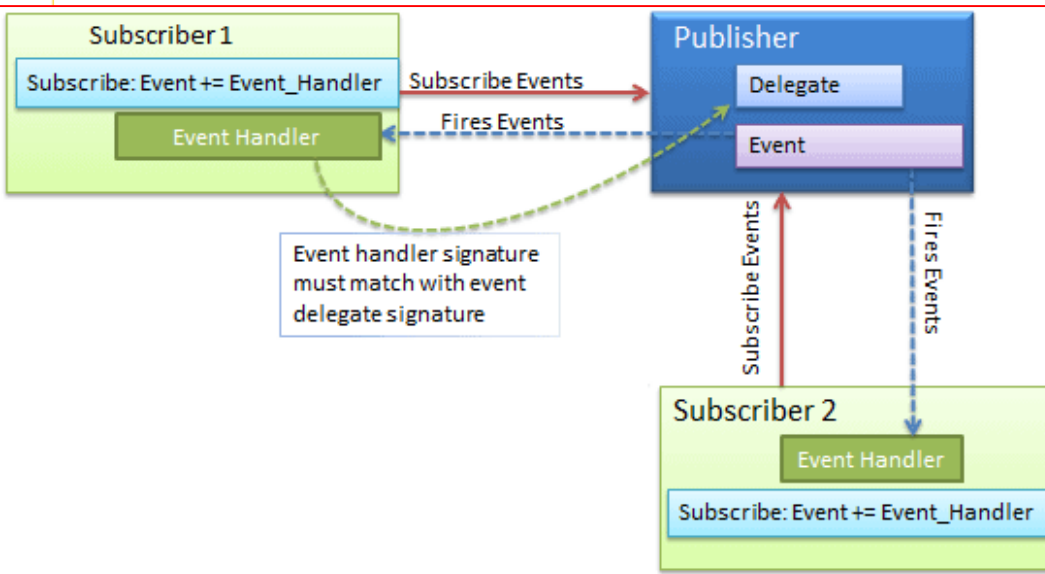


Understanding C# Events

- ◆ An event is a user-generated or system-generated action
- ◆ An event is a notification sent by an object to signal the occurrence of an action. Events in .NET follow the **observer design pattern**
- ◆ In C#, events allow an object (source of the event) be able to notify other objects (subscribers) about the appeared event (a change having occurred)
- ◆ The class who raises events is called Publisher, and the class who **receives the notification** is called Subscriber
- ◆ There can be multiple subscribers of a single event. Typically, a publisher raises an event when some action occurred. The subscribers, who are interested in getting a notification when an action occurred, should **register with an event and handle it**

Understanding C# Events

- Events can be used to perform customized actions that are not already supported by C#
- Events are widely used in creating GUI based applications, where events such as, selecting an item from a list and closing a window are tracked





Defining C# Events

- ◆ Using **event** keyword, the registration and un-registration methods as well as any necessary member variable delegate types are done automatically
- ◆ Defining an event is a four-steps :
 - 1) Define a delegate that contains the methods to be called when the event is fired
 - 2) Declare the events (using the C# event keyword) in terms of the related delegate
 - 3) Subscribe to listen and handle the event
 - 4) Raise the event

```
public class SenderOfEvents
{
    public delegate return_value AssociatedDelegate(args);
    public event AssociatedDelegate NameOfEvent;
}
```



Implement Events

`public delegate void PrintDetails(string msg);`

1

`class Program`

`{`

`// Declaring an event`

`event PrintDetails Print;`

2

`void Show(string msg) => Console.WriteLine(msg.ToUpper());`

`static void Main(string[] args){`

`Program p = new Program();`

`// Register with an event`

`p.Print += new PrintDetails(p.Show);`

`// Raise "Print" event`

`p.Print("Hello World.");`

`Console.ReadLine();`

`}`

`}`

3

4

`D:\Demo\FU\Basic.NET\Slot_08_Delegate_Event`

HELLO WORLD.



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Language Integrated Query (LINQ)



Lambdas Expression

- ◆ Lambda expressions in C# are used like anonymous functions, with the difference that in Lambda expressions we don't need to specify the type of the value that you input thus making it more flexible to use
- ◆ The ' \Rightarrow ' is the lambda operator which is used in all lambda expressions. The Lambda expression is divided into two parts, the left side is the input and the right is the expression

Syntax

```
parameter-list  $\Rightarrow$  expression or statements
```

- **parameter-list** : is an explicitly typed or implicitly typed parameter list
- \Rightarrow : is the lambda operator



Lambdas Expression

```
class Program
{
    static void Main(string[] args)
    {
        int n1 = 35;
        int n2 = 45;
        int result;
        // Using lambda expression to add two numbers
        Func<int, int, int> addNumber = ((a,b)=>a+b);
        result = addNumber(n1, n2);
        Console.WriteLine($"{n1} + {n2} = {result}");
        Console.ReadLine();
    }
}
```

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35 + 45 = 80

Lambdas with Standard Query Operators

- ◆ Lambda expressions can also be used with standard query operators

Operator	Description
Sum	Calculates sum of the elements in the expression
Count	Counts the number of elements in the expression
OrderBy	Sorts the elements in the expression
Contains	Determines if a given value is present in the expression



Lambdas with Standard Query Operators

```
using System.Linq;
namespace DemoLambdaExpression
{
    class Program {
        static void Main(string[] args) {
            // Declare and initialize an array of strings
            string[] names = {"David", "Jane", "Peter", "John", "Mark"};
            foreach (string item in names.OrderBy(s => s))
            {
                Console.WriteLine(item);
            }
            Console.ReadLine();
        }
    }
}
```

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David
Jane
John
Mark
Peter



Query Expressions

- ◆ A query expression is a query expressed in query syntax
- ◆ A query expression is a first-class language construct. It is just like any other expression and can be used in any context in which a C# expression is valid
- ◆ A query expression consists of a set of clauses written in a declarative syntax **similar to SQL or XQuery**
- ◆ A query expression is a query that is written in syntax using clauses such as **from, select, where, group, order by, ascending, descending**...These clauses are an inherent part of a LINQ query
- ◆ LINQ simplifies working with data present in various formats in different data sources
- ◆ A **from** clause must be used to start a query expression and a **select** or **group** clause must be used to end the query expression



Introduction of LINQ to Objects

- ◆ Queries in LINQ to Objects return variables of type usually `IEnumerable<T>` only
- ◆ LINQ to Objects offers a fresh approach to collections as earlier, it was vital to write long coding (foreach loops of much complexity) for retrieval of data from a collection which is now replaced by writing declarative code which clearly describes the desired data that is required to retrieve
- ◆ There are also many advantages of LINQ to Objects over traditional foreach loops like more readability, powerful filtering, capability of grouping, enhanced ordering with minimal application coding
- ◆ LINQ queries are also more compact in nature and are portable to any other data sources without any modification or with just a little modification



LINQ to Objects with Query Expressions

```
static void Main(string[] args)
{
    // Declare and initialize an array of strings
    string[] names = { "David", "Jane", "Peter", "John", "Mark" };
    var items = from word in names
                where word.Contains("a")
                select word;
    foreach (string s in items)
    {
        Console.WriteLine(s);
    }
    Console.ReadLine();
}
```

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David
Jane
Mark



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Thank You !