Aggregation Lab

Lab 1: Count() Method

Open the **Program.cs** file and replace the contents with the following:

```
using LINQLab.EntityClasses;
using LINQLab.RepositoryClasses;

// Declare variables and fill data
List<Song> songs = SongRepository.GetAll();
int? value = 0;

// TODO: Write Your Query Here

// Display Result
Console.WriteLine();
Console.WriteLine($"Result: {value}");

// Pause for Results
Console.ReadKey();
```

Write a query to count all the rows where the *Genreld* is equal to 35.

Try it Out

Run the application and the results should look like the following:

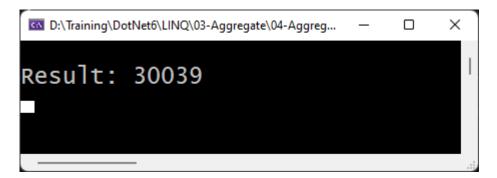


Lab 2: Sum() Method

Write a query that sums the value in the *Plays* property where the *Genreld* is equal to 35.

Try it Out

Run the application and the results should look like the following:



Lab 3: Average() Method

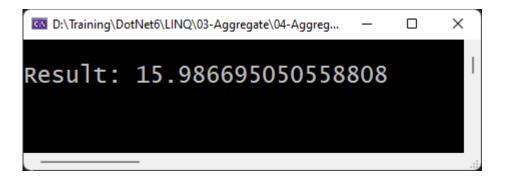
Write a query to calculate the average number of *Plays* where the *Genreld* is equal to 35.

Modify the *value* variable to be a **double?** instead of an **int?**.



Try it Out

Run the application and the results should look like the following:



Lab 4: Min() Method

Write a query to retrieve the minimum *Rating* of all songs.

Modify the *value* variable to be a **int?** instead of an **double?**.

int? value;

Try it Out

Run the application and the results should look like the following:



Lab 5: MinBy() Method

Write a query to retrieve the song that has minimum *Rating* of all songs. Modify the *value* variable to be a **Song?** instead of a **int?**.

Song? value;

Try it Out

Run the application and the results should look like the following:

```
Result: Song: Seinfunk ID: 778
Artist: Spencer Strand
Album: Turn It Up Lay It Down vol.I
Year: 2002
```

Lab 6: Aggregate() Method

Write a query to select all rows and order the songs by the *DateAdded* property.

Take the first 5 songs.

Add an Aggregate() method to concatenate the song names together separated by *Environment.NewLine*.

Modify the *value* variable to be a **string** instead of a **Song?**.

```
string value;
```

Try it Out

Run the application and the results should look like the following:

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