

0. Summary

1. New Project

1.1. Create New Project : Sample

2. Sample : Program.cs

0. Summary

1.

Enumerable.Take<TSource>

(IEnumerable<TSource> source, Int32 count)

Reference:

[https://msdn.microsoft.com/en-us/library/bb503062\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/bb503062(v=vs.110).aspx)

Returns a specified number of contiguous 鄰近的 elements from the start of a sequence.

2.

Enumerable.Skip<TSource>

(IEnumerable<TSource> source, Int32 count)

Reference:

[https://msdn.microsoft.com/en-us/library/bb358985\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/bb358985(v=vs.110).aspx)

Bypasses a specified number of elements in a sequence and then returns the remaining elements.

For the same argument value, the Skip method returns all of the items that the Take method would not return.

3.

Enumerable.TakeWhile<TSource>

(IEnumerable<TSource> source, Func<TSource, Int32, Boolean> predicate)

Reference:

[https://msdn.microsoft.com/en-us/library/bb534804\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/bb534804(v=vs.110).aspx)

Returns elements from a sequence as long as a specified condition is true.

3.1. Parameter

3.1.1.

source

Type: System.Collections.Generic.IEnumerable<TSource>

The sequence to return elements from.

3.1.2.

predicate

Type: System.Func<TSource, Int32, Boolean>

A function to test each source element for a condition; the second parameter of the function represents

the **index** of the source element.

4.

Enumerable.SkipWhile<TSource>

(IEnumerable<TSource> source, Func<TSource, Boolean> predicate)

Reference:

[https://msdn.microsoft.com/en-us/library/bb549075\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/bb549075(v=vs.110).aspx)

Bypasses elements in a sequence as long as a specified condition is true and then returns the remaining elements.

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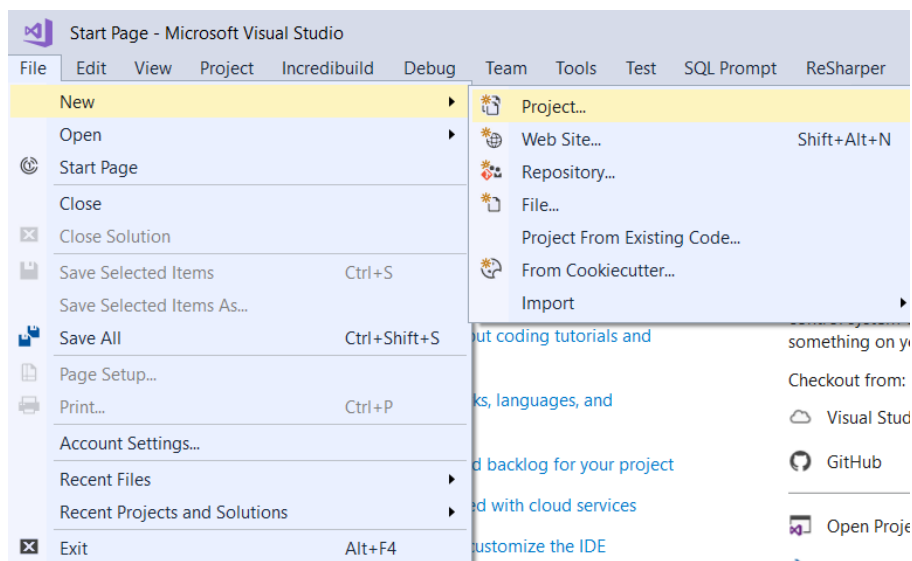
1. New Project

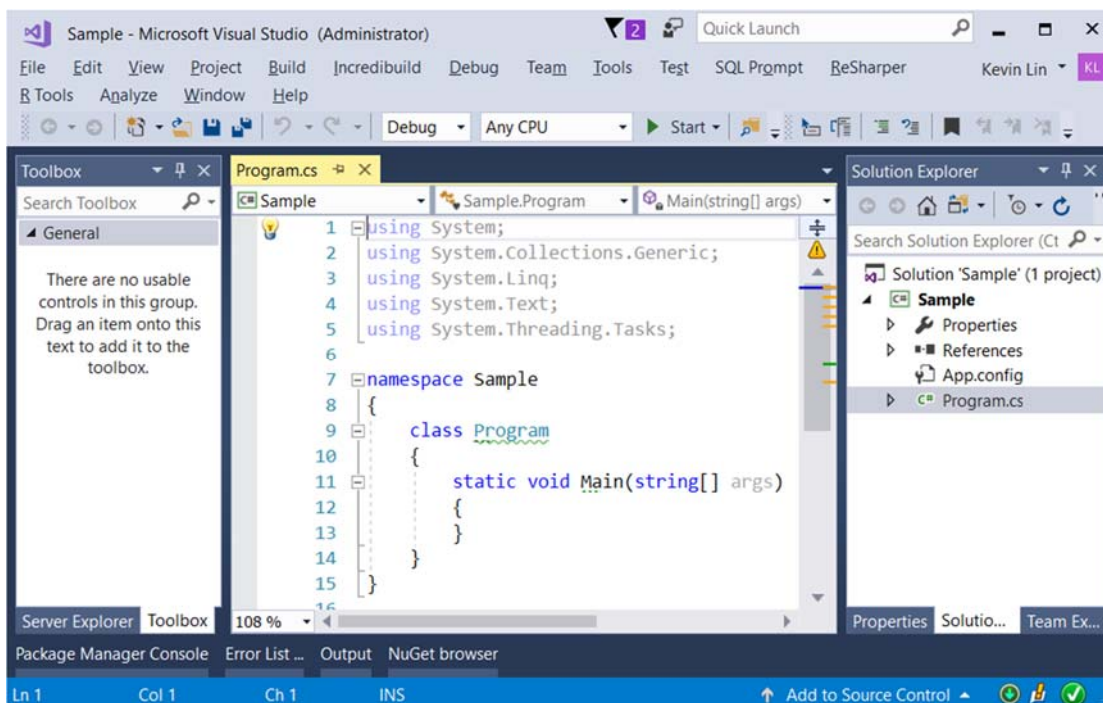
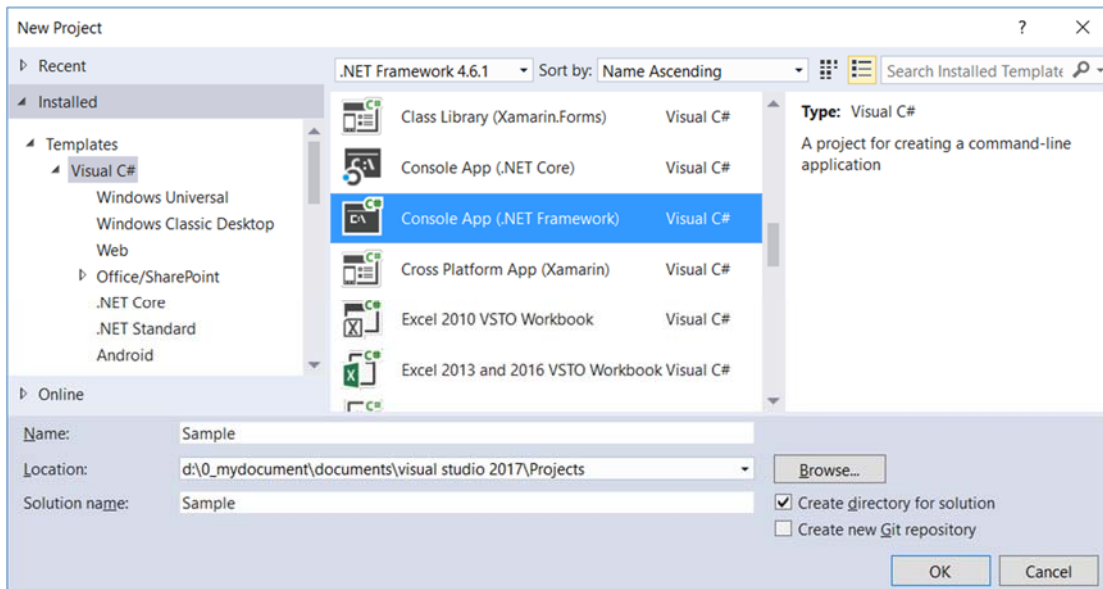
1.1. Create New Project : Sample

File --> New --> Project... -->

Visual C# --> **Console App (.Net Framework)** -->

Name: **Sample**





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2. Sample : Program.cs

```
using System;
using System.Collections.Generic;
using System.Linq;
using OnLineGame;
namespace ConsoleApp1
{
    class Program
    {
        static void Main(string[] args)
        {
            // 1. =====
            // TakeSample
        }
    }
}
```

```

        Console.WriteLine("1. TakeSample(); ===== ");
        TakeSample();
    // 2. =====
    // SkipSample
    Console.WriteLine("2. SkipSample(); ===== ");
    SkipSample();
    // 3. =====
    // TakeWhileSample
    Console.WriteLine("3. TakeWhileSample(); ===== ");
    TakeWhileSample();
    // 4. =====
    // SkipWhileSample
    Console.WriteLine("4. SkipWhileSample(); ===== ");
    SkipWhileSample();
    // 5. =====
    // GamerPaggingSample
    Console.WriteLine("5. GamerPaggingSample(); ===== ");
    GamerPaggingSample();
    Console.ReadLine();
}

// 1. =====
// TakeSample
//Retrieves only the first 3 string values.
static void TakeSample()
{
    // 1.1. TakeSample: Lambda Expression Query -----
    Console.WriteLine("1.1. TakeSample: Lambda Expression Query ----- ");
    string[] strArr = { "ABCDE", "FIJ", "KLMN", "OP", "QRST", "UV", "WXYZ" };
    IEnumerable<string> strTakeArr = strArr.Take(3);
    foreach (string strTakeArrItem in strTakeArr)
    {
        Console.WriteLine(strTakeArrItem);
    }
    //1.2. TakeSample: SQL Like Query -----
    Console.WriteLine("1.2. TakeSample: SQL Like Query ----- ");
    IEnumerable<string> strTakeArr2 = (from strArrItem in strArr
                                     select strArrItem).Take(3);
    foreach (string strTakeArr2Item in strTakeArr2)
    {
        Console.WriteLine(strTakeArr2Item);
    }
}
// 1.1. TakeSample: Lambda Expression Query -----
// ABCDE
// FIJ
// KLMN
// 1.2. TakeSample: SQL Like Query -----
// ABCDE
// FIJ
// KLMN
// 2. =====
// SkipSample
//Skip the first 3 string values and take the rest

```

```

static void SkipSample()
{
    // 2.1. SkipSample: Lambda Expression Query -----
    Console.WriteLine("2.1. SkipSample: Lambda Expression Query -----");
    string[] strArr = { "ABCDE", "FIJ", "KLMN", "OP", "QRST", "UV", "WXYZ" };
    IEnumerable<string> strSkipArr = strArr.Skip(3);
    foreach (string strSkipArrItem in strSkipArr)
    {
        Console.WriteLine(strSkipArrItem);
    }
    //2.2. SkipSample: SQL Like Query -----
    Console.WriteLine("2.2. SkipSample: SQL Like Query ----- ");
    IEnumerable<string> strSkipArr2 = (from strArrItem in strArr
                                     select strArrItem).Skip(3);
    foreach (string strSkipArr2Item in strSkipArr2)
    {
        Console.WriteLine(strSkipArr2Item);
    }
}
// 2.1. SkipSample: Lambda Expression Query -----
// OP
// QRST
// UV
// WXYZ
// 2.2. SkipSample: SQL Like Query -----
// OP
// QRST
// UV
// WXYZ

// 3. =====
// TakeWhileSample
// As long as the condition is still true, then take it.
private static void TakeWhileSample()
{
    // 3.1. TakeWhileSample: Lambda Expression Query -----
    Console.WriteLine("3.1. TakeWhileSample: Lambda Expression Query -----");
    string[] strArr = { "ABCDE", "FIJ", "KLMN", "OP", "QRST", "UV", "WXYZ" };
    IEnumerable<string> strArrTakeWhileArr = strArr.TakeWhile(s => s.Length > 2);
    foreach (string strArrTakeWhileArrItem in strArrTakeWhileArr)
    {
        Console.WriteLine(strArrTakeWhileArrItem);
    }
    //3.2. TakeWhileSample: SQL Like Query -----
    Console.WriteLine("3.2. TakeWhileSample: SQL Like Query ----- ");
    IEnumerable<string> strArrTakeWhileArr2 = (from strArrItem in strArr
                                              select strArrItem).TakeWhile(s => s.Length > 2);
    foreach (string strArrTakeWhileArr2Item in strArrTakeWhileArr2)
    {
        Console.WriteLine(strArrTakeWhileArr2Item);
    }
}
// 3.1. TakeWhileSample: Lambda Expression Query -----
// ABCDE
// FIJ

```

```

// KLMN
// 3.2. TakeWhileSample: SQL Like Query -----
// ABCDE
// FIJ
// KLMN
// 4. =====
// SkipWhileSample
// As long as the condition is still true, then skip it.
static void SkipWhileSample()
{
    // 4.1. SkipWhileSample: Lambda Expression Query -----
    Console.WriteLine("4.1. SkipWhileSample: Lambda Expression Query -----");
    string[] strArr = { "ABCDE", "FIJ", "KLMN", "OP", "QRST", "UV", "WXYZ" };
    IEnumerable<string> strArrSkipWhileArr = strArr.SkipWhile(s => s.Length > 2);
    foreach (string strArrSkipWhileArrItem in strArrSkipWhileArr)
    {
        Console.WriteLine(strArrSkipWhileArrItem);
    }
    //4.2. SkipWhileSample: SQL Like Query -----
    Console.WriteLine("4.2. SkipWhileSample: SQL Like Query ----- ");
    IEnumerable<string> strArrSkipWhileArr2 = (from strArrItem in strArr
                                              select strArrItem).SkipWhile(s => s.Length > 2);
    foreach (string strArrSkipWhileArr2Item in strArrSkipWhileArr2)
    {
        Console.WriteLine(strArrSkipWhileArr2Item);
    }
}
// 4.1. SkipWhileSample: Lambda Expression Query -----
// OP
// QRST
// UV
// WXYZ
// 4.2. SkipWhileSample: SQL Like Query -----
// OP
// QRST
// UV
// WXYZ
// 5. =====
// GamerPaging
static void GamerPagingSample()
{
    int numberOfGamers = 27;
    int pageSize = 10;
    int pageNumber = 0;
    GamerPaging(numberOfGamers, pageSize, pageNumber);
    pageNumber = 1;
    GamerPaging(numberOfGamers, pageSize, pageNumber);
    pageNumber = 2;
    GamerPaging(numberOfGamers, pageSize, pageNumber);
    pageNumber = 3;
    GamerPaging(numberOfGamers, pageSize, pageNumber);
    pageNumber = 4;
    GamerPaging(numberOfGamers, pageSize, pageNumber);
}
//Create {numberOfGamers} Gamers List
//Then Create Paging

```

```

//Each page have {pageSize} Gamers.
//Set to {pageNumber} Page.
//E.g.
//Create 43 Gamers List
//Then Create Pagging
//Each page have 10 Gamers,
//this will create 5 pages
//Set to Page 3.
//This will show Gamers21 to Gamers30
static void GamerPagging(int numberOfGamers, int pageSize, int pageNumber)
{
    List<Gamer> gamerList = GamerHelper.GetSampleGamers(numberOfGamers);
    //int pageNumber = 1;
    //int pageSize = 10;
    int numberOfPages =
        Convert.ToInt32(
            Math.Ceiling((double)gamerList.Count / pageSize));
    if (pageNumber >= 1 && pageNumber <= numberOfPages)
    {
        IEnumerable<Gamer> gamersInPage =
            gamerList.Skip((pageNumber - 1) * pageSize)
                .Take(pageSize);
        Console.WriteLine($"Page Number:{pageNumber}");
        foreach (Gamer gamersInPageItem in gamersInPage)
        {
            Console.WriteLine(gamersInPageItem);
        }
        Console.WriteLine();
    }
    else
    {
        Console.WriteLine($"Invalid Page Number. Page number must be an integer between 1
and {numberOfPages}\r\n");
    }
}

// Invalid Page Number. Page number must be an integer between 1 and 3
// Page Number:1
// Id==1,Name==Name1
// Id==2,Name==Name2
// Id==3,Name==Name3
// Id==4,Name==Name4
// Id==5,Name==Name5
// Id==6,Name==Name6
// Id==7,Name==Name7
// Id==8,Name==Name8
// Id==9,Name==Name9
// Id==10,Name==Name10
// Page Number:2
// Id==11,Name==Name11
// Id==12,Name==Name12
// Id==13,Name==Name13
// Id==14,Name==Name14
// Id==15,Name==Name15
// Id==16,Name==Name16
// Id==17,Name==Name17

```

```

        // Id==18,Name==Name18
        // Id==19,Name==Name19
        // Id==20,Name==Name20
        // Page Number:3
        // Id==21,Name==Name21
        // Id==22,Name==Name22
        // Id==23,Name==Name23
        // Id==24,Name==Name24
        // Id==25,Name==Name25
        // Id==26,Name==Name26
        // Id==27,Name==Name27
        // Invalid Page Number. Page number must be an integer between 1 and 3
    }
}
namespace OnLineGame
{
    public class Gamer
    {
        public int Id { get; set; }
        public string Name { get; set; }
        public override string ToString()
        {
            return $"Id=={Id},Name=={Name}";
        }
    }
    public class GamerHelper
    {
        // Create a List<Gamer> which contains numberOfGamers gamers.
        public static List<Gamer> GetSampleGamers(int numberOfGamers)
        {
            //int numberOfGamers = 43;
            List<Gamer> gamerList = new List<Gamer>();
            for (int i = 1; i <= numberOfGamers; i++)
            {
                gamerList.Add(new Gamer { Id = i, Name = $"Name{i}" });
            }
            return gamerList;
        }
    }
}
}

```



```
1. TakeSample(); =====
1.1. TakeSample: Lambda Expression Query -----
ABCDE
FIJ
KLMN
1.2. TakeSample: SQL Like Query -----
ABCDE
FIJ
KLMN
2. SkipSample(); =====
2.1. SkipSample: Lambda Expression Query -----
OP
QRST
UV
WXYZ
2.2. SkipSample: SQL Like Query -----
OP
QRST
UV
WXYZ
3. TakeWhileSample(); =====
3.1. TakeWhileSample: Lambda Expression Query -----
ABCDE
FIJ
KLMN
3.2. TakeWhileSample: SQL Like Query -----
ABCDE
FIJ
KLMN
```

```
4. SkipWhileSample(); =====
4.1. SkipWhileSample: Lambda Expression Query -----
OP
QRST
UV
WXYZ
4.2. SkipWhileSample: SQL Like Query -----
OP
QRST
UV
WXYZ
```

```
5. GamerPaggingSample(); =====  
Invalid Page Number. Page number must be an integer between 1 and 3
```

```
Page Number:1  
Id==1,Name==Name1  
Id==2,Name==Name2  
Id==3,Name==Name3  
Id==4,Name==Name4  
Id==5,Name==Name5  
Id==6,Name==Name6  
Id==7,Name==Name7  
Id==8,Name==Name8  
Id==9,Name==Name9  
Id==10,Name==Name10
```

```
Page Number:2  
Id==11,Name==Name11  
Id==12,Name==Name12  
Id==13,Name==Name13  
Id==14,Name==Name14  
Id==15,Name==Name15  
Id==16,Name==Name16  
Id==17,Name==Name17  
Id==18,Name==Name18  
Id==19,Name==Name19  
Id==20,Name==Name20
```

```
Page Number:3  
Id==21,Name==Name21  
Id==22,Name==Name22  
Id==23,Name==Name23  
Id==24,Name==Name24  
Id==25,Name==Name25  
Id==26,Name==Name26  
Id==27,Name==Name27
```

```
Invalid Page Number. Page number must be an integer between 1 and 3
```