

# LINQ

**Language Integrated Query**

# LINQ

- LINQ (Language Integrated Query) is a set of classes and methods that enable you to access data that is stored in a variety of places and formats. The LINQ framework is the standard for accessing data in managed languages.
- A query is an expression that retrieves data from a data source. Different data sources have different native query languages, for example SQL for relational databases and XQuery for XML. Developers must learn a new query language for each type of data source or data format that they must support. LINQ simplifies this situation by offering a consistent C# language model for kinds of data sources and formats. In a LINQ query, you always work with C# objects. You use the same basic coding patterns to query and transform data in XML documents, SQL databases, .NET collections, and any other format when a LINQ provider is available.

# Three Parts of a Query Operation

All LINQ query operations consist of three distinct actions:

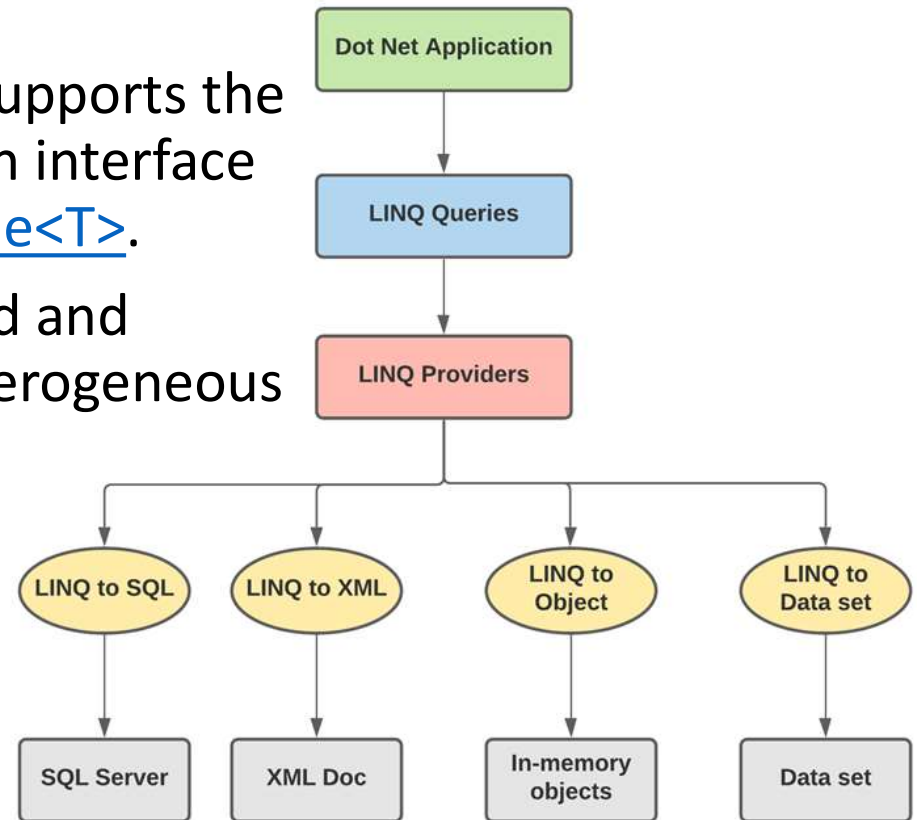
1. Obtain the data source.
2. Create the query.
3. Execute the query

# The Data Source

A LINQ data source is any object that supports the generic [IEnumerable<T>](#) interface, or an interface that inherits from it, typically [IQueryable<T>](#).

LINQ presents to programmers a unified and consistent API for data access from heterogeneous data sources, such as:

- In-memory object graphs
- Active Directory entries
- Flickr pictures and XML
- SQL Server



# The Query

The query specifies what information to retrieve from the data source or sources. Optionally, a query also specifies how that information should be sorted, grouped, and shaped before being returned. A query is stored in a query variable and initialized with a query expression.

# Query Execution

- **Deferred Execution**

The query variable itself only stores the query commands. The actual execution of the query is deferred until you iterate over the query variable in a foreach statement.

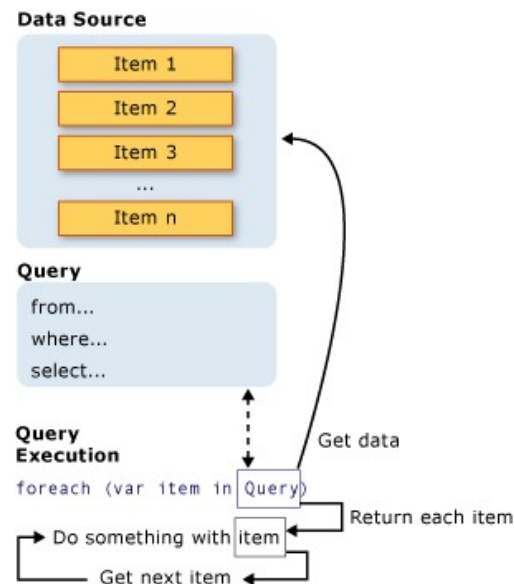
- **Forcing Immediate Execution**

- To force immediate execution of any query and cache its results, you can call the [ToList](#) or [ToArray](#) methods.

you can also force execution by putting the foreach loop immediately after the query expression.

# The complete query operation

- In LINQ, the execution of the query is distinct from the query itself. In other words, you don't retrieve any data by creating a query variable.



# LINQ Operators

- The LINQ Operators are nothing but a set of extension methods used to write the LINQ Query.
- These LINQ extension methods provide many useful features we can apply to the data source. Some of the features are filtering the data, sorting the data, grouping the data, etc.



# Projection Operators

- **Select**: Projects each element of a sequence into a new form.
- **SelectMany**: Projects each sequence element to an `IEnumerable<T>` and flattens the resulting sequences into one sequence.

# Filtering Operators

- **Where:** Filters a sequence of values based on a predicate.
- **OfType:** Filters the elements of an array based on a specified type.

## Partitioning Operators

- **Take:** Returns a specified number of contiguous elements from the start of a sequence.
- **Skip:** Bypasses a specified number of elements in a sequence and then returns the remaining elements.
- **TakeWhile:** Returns elements from a sequence as long as a specified condition is true.
- **SkipWhile:** Bypasses elements in a sequence as long as a specified condition is true and then returns the remaining elements.

# Ordering Operators

- **OrderBy:** Sorts the elements of a sequence in ascending order according to a key.
- **OrderByDescending:** Sorts the elements of a sequence in descending order according to a key.
- **ThenBy:** Performs a subsequent ordering of the elements in a sequence in ascending order.
- **ThenByDescending:** Performs a subsequent ordering of the elements in a sequence in descending order.
- **Reverse:** Inverts the order of the elements in a sequence.

## Grouping Operators

- **GroupBy:** Groups the elements of a sequence according to a specified key selector function.

## Set Operators

- **Distinct:** Removes duplicate elements from a sequence.
- **Union:** Produces the set union of two sequences.
- **Intersect:** Produces the set intersection of two sequences.
- **Except:** Produces the set difference of two sequences.
- **Concat :**concatenate two sequences into one sequence of the same type.

## Join Operators

- **Join:** Joins two sequences based on matching keys.
- **GroupJoin:** Groups elements from a sequence based on a key and joins them with elements from another sequence.

## Conversion Operators

- **AsEnumerable**: Casts an IEnumerable to an IEnumerable<T>.
- **ToArray**: Converts a sequence to an array.
- **ToList**: Converts a sequence to a List<T>.
- **ToDictionary**: Converts a sequence to a Dictionary<TKey, TValue> based on a key selector function.



# Element Operators

- **First:** Returns the first element of a sequence.
- **FirstOrDefault:** Returns the first element of a sequence or a default value if no element is found.
- **Last:** Returns the last element of a sequence.
- **LastOrDefault:** Returns the last element of a sequence or a default value if no element is found.
- **Single:** Returns the only element of a sequence and throws an exception if there is not exactly one element in the sequence.
- **SingleOrDefault:** Returns the only element of a sequence or a default value if the sequence is empty; this method throws an exception if there is more than one element in the sequence.
- **ElementAt:** Returns the element at a specified index in a sequence.
- **ElementAtOrDefault:** Returns the element at a specified index in a sequence or a default value if the index is out of range.

# Quantifier Operators

- **Any:** Determines whether any element of a sequence satisfies a condition.
- **All:** Determines whether all elements of a sequence satisfy a condition.
- **Contains:** Determines whether a sequence contains a specified element.

# Aggregate Operators

- **Count:** Counts the elements in a sequence.
- **LongCount:** Counts the elements in a sequence, returning the count as a long.
- **Sum:** Computes the sum of a sequence of numeric values.
- **Min:** Returns the minimum value in a sequence.
- **Max:** Returns the maximum value in a sequence.
- **Average:** Computes the average of a sequence of numeric values.
- **Aggregate:** Applies an accumulator function over a sequence.

## Equality Operators

- **SequenceEqual:** Determines whether two sequences are equal by comparing the elements by using the default equality comparer for their type.

## Generation Operators

- **Empty:** Returns an empty `IEnumerable<T>` with the specified type argument.
- **Repeat:** Generates a sequence that contains one repeated value.
- **Range:** Generates a sequence of integral numbers within a specified range.

## Special Operators

- **DefaultIfEmpty Operators:** This operator returns the elements of the specified sequence or the type parameter's default value in a singleton collection if the sequence is empty.