

Seanca 7

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Anonymous methods

 An anonymous method is an inline method, and it does not have a name, i.e, it has body only. We can define it using a delegate

Example

```
class Program
{
    delegate int delAddtion(int num1, int num2);
    static void Main(string[] args)
    {
        delAddtion objDel= addition;
        Console.WriteLine( objDel.Invoke(4, 4).ToString());
    }
    static int addition(int num1, int num2)
    {
        return num1 + num2;
    }
}
```

```
class Program
{
    delegate int delAddtion(int num1, int num2);
    static void Main(string[] args)
    {
        delAddtion objDel= delegate (int num1, int num2)
        {
            return num1 + num2;
        };
        Console.WriteLine( objDel.Invoke(4, 4).ToString());
    }
    static int addition(int num1, int num2)
    {
        return num1 + num2;
    }
}
```



Advantages

- ✓ Performance Anonymous methods take less time to execute
- ✓ Less code



Lambda Expressions

- ☐ Lambda expressions are anonymous methods
- No access modifier
- No name
- No return statement
- Less code
- Code is more readable



Syntax

Lambdas take the form: (args[]) => { statements; }
 Formally, => (lambda operator) reads as '[Left] goes to [Right]'
 Lambdas accept a void parameter list.

 () => statement(s);

 Lambdas do not require arguments to refer to external variables

return isn't required to get the result of a lambda, unless the value or reference of an internal variable is being returned.

Employee employee=listEmployees.Find((Employee Emp) =>Emp.ID==102)

Employee employee= listEmployees.Find(Emp => Emp.ID==102)



Lambda expressions and delegates

- ☐ Lambdas can be mapped to the first-class function (Func<[types]>) generic type
 - The last type in the generic is the return type; all types before that are argument types.
 - Provides a means of storing or returning Lambdas with strong typing
- Lambdas can also be mapped to Action<[types]>
 - All parameters are inputs
 - Actions have a void return type.



Using the built in Delegates

- If you want a *delegate* type that doesn't return a value, you can use the **System.Action** types. They can also take 0 to 16 parameters, but they don't return a value. static Action<string> logMessage = (message) => Console.WriteLine(message);
- ☐ The **Func<...>** types can be found in the *System* namespace and they represent delegates that return a type and take 0 to 16 parameters.
 - Func<int,int,int> add = $(a, b) \Rightarrow a + b$;
- The Predicate built in delegate type lets you create code that takes a value of a particular type and returns true or false.
- All those types inherit from System.MulticastDelegate so you can add multiple methods to the invocation list.
 - Predicate<int> dividesByThree = (i) => i % 3 == 0;



Finding the square of a number using methods vs using lambda expressions

```
class Program
{
    static void Main(string[] args)
    {
        Console.WriteLine(Square(5));
    }

    static int Square(int number)
    {
        return number*number;
    }
}
```

```
class Program
{
    static void Main(string[] args)
    {
        // args => expression
        //number => number*number;
        I
        Func<int, int> square = number => number*number;
        Console.WriteLine(square(5));
    }
}
```



Modify the delegates assignment in the last lecture using lambda expressions

```
static void Main()
{
    string[] names = { "Alice", "John", "Bobby", "Kyle", "Scott", "Tod", "Sharon", "Armin", "George" };

    List<string> namesLessThanFiveChars = ExtractStrings(names, i => i.Length < 5);
    List<string> namesMoreThanFiveChars = ExtractStrings(names, i => i.Length > 5);
    List<string> namesExactlyFiveChars = ExtractStrings(names, i => i.Length == 5);

    Console.WriteLine("All names: " + string.Join(", ", names));
    Console.WriteLine(new string('-', 40));
    Console.WriteLine("Names less than five chars: " + string.Join(", ", namesLessThanFiveChars));
    Console.WriteLine("Names more than five chars: " + string.Join(", ", namesExactlyFiveChars));
    Console.WriteLine("Names exactly five chars: " + string.Join(", ", namesExactlyFiveChars));
    Console.WriteLine("Names exactly five chars: " + string.Join(", ", namesExactlyFiveChars));
    Console.WriteLine(new string('-', 40));
}
```

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Anonymous Methods and Lambda Expressions

- We can create anonymous methods using lambda expressions.
- In the example below we create an anonymous method using lambda expressions that finds the sum of two integers



Func delegate that takes another Func delegate as input

```
string[] names = { "Alice", "John", "Bobby", "Kyle", "Scott", "Tod", "Sharon", "Armin", "George" };

Func<string[], Func<string, bool>, List<string>> extractStrings = (arr, filter) =>
{
    List<string> result = new List<string>();
    for (int i = 0; i < arr.Length; i++)
    {
        if (filter(arr[i]))
        {
            result.Add(arr[i]);
        }
    }
    return result;
};</pre>
```



Assignment

- Create a class BookRepository that has a method that returns a list of Book objects. A Book has an ISBN, title, and price.
- ✓ Return all the books cheaper than 10 dollars using a delegate method
- ✓ Use a lambda expression for the solution



Events

- A mechanism for communication between objects
- Used in building Loosely Coupled Applications
- Helps extending applications
- Publishers are those who fire the event
- ☐ Subscribers responds to event





Creating Events

Publisher

- Delegate matching the Event signature
- Event of the same type as the Delegate
- Raise the event at some point

Subscriber

- A method with matching signature
- Subscribed to the event



- We create a class Shooter with a shoot event, which is the Publisher.
 - 1. Delegate matching the Event signature public delegate void KillingHandler(object sender, EventArgs e);
 - 2. Event of the same type as the Delegate *public event KillingHandler ShotsFired;*
 - 3. Raise the event ShotsFired.Invoke(this, EventArgs.Empty);



4. A method with matching signature

```
static void KilledEnemy(object source, EventArgs e)
{
   Console.WriteLine($"I killed an enemy ");
}

5. Subscribed to the event

shooter.ShotsFired += KilledEnemy;
shooter.OnShoot();
```



EventHandler

 Instead of the KillingHandler delegate we created we can simply use the EventHandler built in delegate

public event EventHandler ShotsFired;



Extension Methods

Allows us to add methods to an existing class without

- Changing the source code
- Creating a new class that inherits from it



 We want to create an extension method for String class that returns n number of characters from the string



Extension methods

- Extension methods exist in the same namespace with the class that created them
- Extension methods are static methods
- Use extension methods only when you have to.
- ☐ **IEnumerable** interface contains extension methods to use with LINQ



Assignment

- ✓ Add an extension method that sorts and array and use it to sort an array with int values.
- ✓ Add a new boolean parameter to the extension method reverse, that will reverse the array if set to true.



References

- Wouter de Kort, Exam Ref 70-483: Programming in C#, Microsoft Press, Inc., 2013
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- https://www.tutorialsteacher.com/ling/ling-lambda-expression
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QUESTIONS