

# LINQ & LAMBDAS



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# Learning Targets

## □ You

- ▣ can explain the purpose and concepts of Lambda expressions
- ▣ know what closures are and their side effects
- ▣ can write own lambda expressions
- ▣ can explain the purpose and concepts of LINQ
- ▣ can apply LINQ efficiently for programming

# Content

- Lambdas
  - ▣ What is a Lambda?
  - ▣ How to use?
  - ▣ Execution Context
- LINQ Basics
  - ▣ Why?
  - ▣ LINQ Queries
  - ▣ LINQ Operators

# Lambda expressions

Just another way to write methods:

```
static bool SomePredicate(Point p)
{
    return p.X * p.Y > 100000;
}
Predicate<Point> d = SomePredicate;
```

```
Predicate<Point> d = delegate(Point p)
{
    return p.X * p.Y > 100000;
};
```

```
Predicate<Point> d = p => p.X * p.Y > 100000;
```

# Lambda expressions

```
Func<Point,bool> d = p => p.X * p.Y > 100000;
```

Type inferred automatically

```
Func<Point,bool> d = (Point p) => p.X * p.Y > 100000;
```

Manual typing

```
Func<Point,bool> d = p =>
{
    var r = p.X * p.Y;
    return r > 100000;
};
```

Complex  
functions

# Lambda expressions

```
Func<Point,int,bool> d = (p, n) => p.X * p.Y > n;
```

Type inferred automatically

```
Func<Point,int,bool> d = (Point p, int n) => p.X * p.Y > n;
```

Manual typing

```
Func<Point,int,bool> d = (p, n) =>
```

```
{
```

```
    var r = p.X * p.Y;
```

```
    return r > n;
```

```
};
```

Complex  
functions

□ Check back lesson two on switch expressions

# Expression bodied functions

```
public class Car
{
    public string Model;
    public int Year;

    public override string ToString()
    {
        return $"{Year} {Model}";
    }

    /// or
    public override string ToString() => $"{Year} {Model}";
}
```

The "traditional" way

The lambda way

# Expression bodied functions

Any method can also be written as lambda expression:

```
public class Car
```

```
{
```

```
//...
```

```
public void Stop()
```

```
{
```

```
    SetSpeed(0);
```

```
}
```

```
/// or
```

```
public void Stop() => SetSpeed(0);
```

```
}
```

The “traditional” way

The lambda way



# Properties the lambda way

Any **readonly** property can be written as lambda expression:

```
public class Car
{
    private string brand;

    public string Brand {
        get { return brand; }
    }
    /// or
    public string Brand => brand;
}
```

The “traditional” way

The lambda way

# More about Expression Bodies

## □ On Operators

```
public static Complex
    operator +(Complex a, Complex b) => new
        Complex(a.Re + b.Re, a.Im + b.Im);
```

```
public static implicit
    operator string(Person p) => "${p.First} {p.Last}";
```

## □ On Properties and Indexers

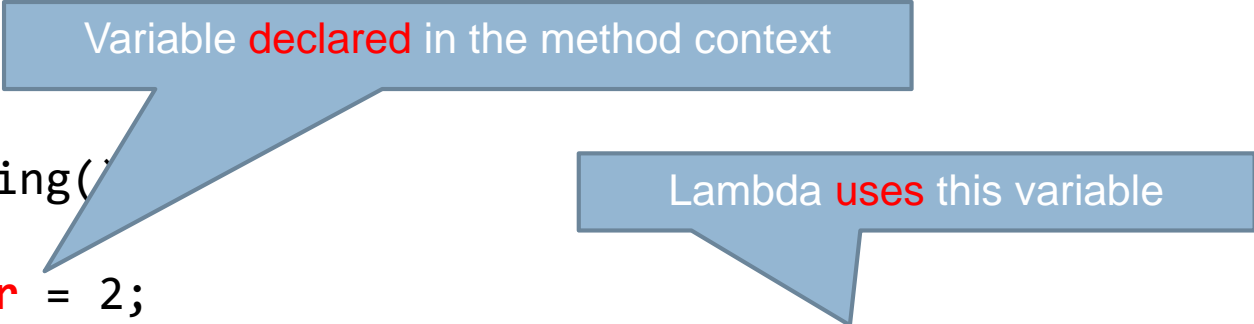
```
public string Name => First + " " + Last;
```

For getter-only  
properties and indexers

```
public Customer this[long id] => store.LookupCustomer(id);
```

# Closures

A lambda expression may use variables defined outside its context («outer variables»):



```
void doSomething()
{
    var factor = 2;
    Func<int, int> multiplier = n => n * factor;

    Console.WriteLine(multiplier(3)); //6
}
```

See Jon Skeets <https://csharpindepth.com/Articles/Closures>

# Caveat: Closures

```
var actions = new List<Action>();  
  
for (var i = 0; i < 10; i++)  
    actions.Add( () => Console.WriteLine(i) );  
  
foreach (var action in actions)  
    action();
```

What is the result?

# Explanation

`() => Console.WriteLine(i)`

writes the **current** value of `i` and **not** the value of `i` back when the delegate was created. When the `Action` runs, the last value assigned to `i` was 10.

→ Closures close over variables, not over values.

# Solution

Declare an new “inner variable” for each iteration to be captured, instead of a single “outer variable” which is captured only once.

```
//...
for (var i = 0; i < 10; i++)
{
    var j = i; //← each iteration gets its own,
               new variable j
    actions.Add(() => Console.WriteLine(j));
}
//...
```

# Worksheet – Part 1

# Language **IN**tegrated **Q**uery

## □ Functions to transform sequences:

```
string[] names = {"Hans", "Peter", "Hanspeter", "Heiri"};
```

```
// filter
```

```
var longNames = names.Where(n => n.Length > 5);
```

```
// reorder
```

```
var orderedByLength = names.OrderBy(n => n.Length);
```

## □ Implemented as **Extension Methods**:

```
using System.Linq;
```



# Why LINQ?

```
if (array.Length == 0)
{
    throw new InvalidOperationException();
}

var max = float.NegativeInfinity;
for(var x=0; x<array.Length; x++)
{
    if(array[x].Value > max)
    {
        max = array[x].Value;
    }
}
```

```
var max = array.Max(i => i.Value);
```

# More LINQ examples

```
var min = array.Min();  
var avg = array.Average();  
var sum = array.Sum();  
  
var filtered = array.Where(i => i > 55);  
  
var last = array.Last();  
  
if(array.Any(i => i % 2 == 0))  
    //...
```

# Some LINQ operators

`x.Select(a => a*2)`

- Returns a list where the numbers are doubled

`x.Distinct()`

- Returns a list of unique numbers in x

`x.Count()`

- Count the elements in list x

`x.Sum()`

- Sum of the numbers in x

`x.First()`

- Returns the first number in x

`x.OrderBy(a => Math.Abs(a))`

- Returns a copy of list x, ordered by |a|

Implementation Details:

<http://referencesource.microsoft.com/#System.Core/System/Linq/Enumerable.cs>

# Caveat: Deferred execution

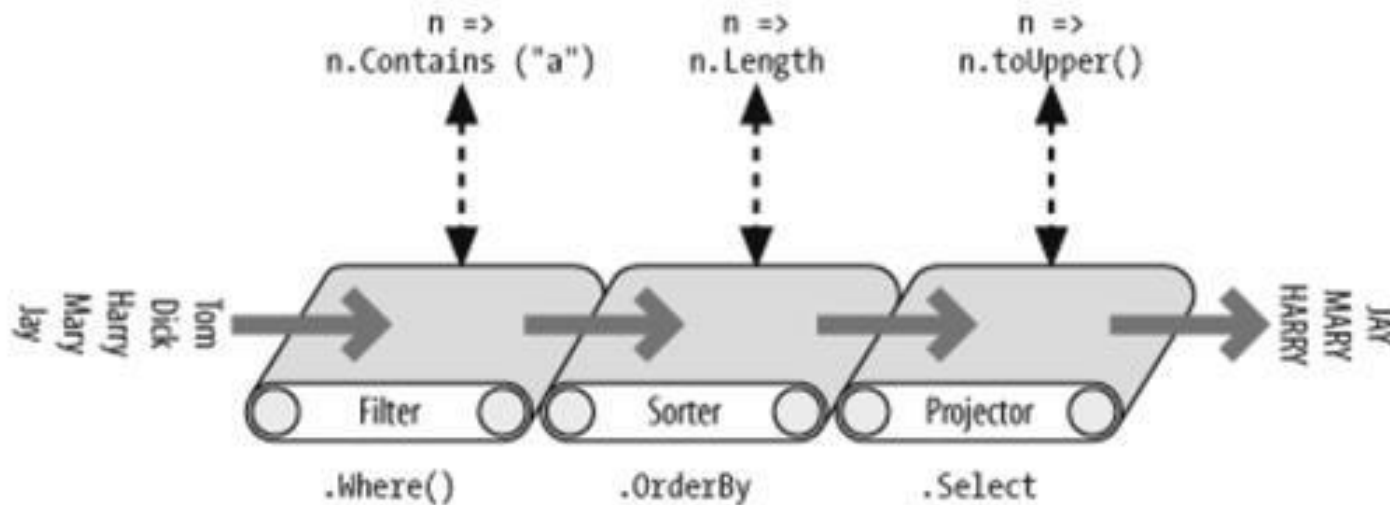
LINQ is executed when **results are accessed**, not when the query is created.

Execution happens when...

- Iterating over the LINQ results (e.g. with **foreach**)
- Calling immediate execution methods:
  - ▣ `.ToList()`, `.ToArray()`, `.ToDictionary()`, ...
  - ▣ `.Count()`, `.Average()`, `.First()`, `.Sum()`, ...

# Chaining LINQ operators

```
var u = users.Where(n => n.Contains("a"))
               .OrderBy(n => n.Length)
               .Select(n => n.ToUpper())
```



# More LINQ Examples

```
var x = array.Single(i => i.FirstName == "Peter");
```

```
var x = list.OrderBy(i => i.Name)
             .ThenBy(i => i.FirstName)
             .Take(10)
             .Average(i => i.Mass / i.Height / i.Height);
```

```
var x = table.Select(i => i.FirstName.Trim())
              .Sum(i => i.Length);
```

```
//.ForEach is *NOT LINQ*
```

```
//persons.ForEach(p => Console.WriteLine(p.FirstName));
```

# More LINQ Examples

```
var x = persons
    .Except(actors)
    .Select(p => new
        {
            Name = $"{p.FirstName} {p.LastName}",
            p.Age
        })
    .Distinct()
    .OrderBy(p => p.Age);
```

Makes use of  
anonymous types

# Anonymous Types

```
var inferredName = 7;
var a = new
{
    someKey = "someValue",
    otherKey = 7,
    inferredName
};
```

No class  
name

```
Console.WriteLine($"{a.someKey}  
{a.inferredName}");
```



# LINQ examples - Exercise

```
IEnumerable<Order> orders;
```

```
class Order
{
    public DateTime OrderDate;
    public string Customer;
    public IEnumerable<Article> OrderedArticles;
}
```

Formulate the following LINQ queries

1. Who was the first-ever customer?
2. Total number of ordered articles
3. Number of customers?
4. Number of different articles

# More on LINQ operators

- Filtering
- Projecting
- Joining
- Ordering
- Grouping
- Set operators
- Conversion methods
- Element operators
- Aggregation methods
- Quantifiers
- Generation methods

<https://code.msdn.microsoft.com/101-LINQ-Samples-3fb9811b>

# LINQ language features summary

Type inference

Lambda  
expressions

Operator  
overloading

```
var contacts =  
    customers  
    .Where(c => c.City == "Windisch")  
    .Select(c => new { c.Name, c.Phone });
```

Extension  
methods

Anonymous  
types

Object  
initializers

# LINQ guidelines

- Think functional
  - ▣ **NEVER modify** state
  - ▣ Use immutable objects
  
- Don't repeat queries unnecessarily
  - Store results in arrays or lists
  
- Don't store arbitrarily large results
  - How many results can there be? How much memory will be required? Do I have to cache?

# Worksheet, Part 2