        private void btnLandlocked\_Click(object sender, RoutedEventArgs e)  
        {  
            IFeatureLayer fLayer = this.m\_map.get\_Layer(3) as IFeatureLayer;//highway layer  
  
            IFeatureClass fClass = fLayer.FeatureClass;  
  
            IQueryFilter qFilter = new QueryFilter();  
            qFilter.WhereClause = "Link\_type=0";  
            //Query Method 1: search featues using IFeatureCursor  
            IFeatureCursor fCursor = fClass.Search(qFilter, true);//Query Cursor  
  
            double width = 0;  
            //  
            long lngCountries = fClass.FeatureCount(qFilter);  
            //Read feature from cursor  
            IFeature feat = fCursor.NextFeature();  
            int number = 0;  
            while (feat != null)  
            {  
                number++;  
                width += Convert.ToDouble(feat.get\_Value(6));//7th field  
                feat = fCursor.NextFeature();  
            }  
            width = width / number;  
            MessageBox.Show(string.Format("Number of link\_type=0 highway:{0}\r\n width: {1:#} m", lngCountries, width));  
  
            //Query mthod2 : search features using IfeatureSelection and show them  
            IFeatureSelection fSel = fLayer as IFeatureSelection;  
            qFilter.WhereClause = "Width>12";  
            fSel.SelectFeatures(qFilter, esriSelectionResultEnum.esriSelectionResultNew, false);  
            //Using Symbol as renderer  
            ISimpleFillSymbol sSym = new SimpleFillSymbol();  
            sSym.Style = esriSimpleFillStyle.esriSFSSolid;  
            IRgbColor blu = new RgbColor();  
            blu.Blue = 255;  
            sSym.Color = blu;  
            fSel.SetSelectionSymbol = true;  
            fSel.SelectionSymbol = sSym as ISymbol;  
  
            //Label  
            IMap iMap = this.m\_map.Map;  
            if (iMap is AnnotateMap)  
            {  
                MessageBox.Show("Casting is success");  
            }  
            //fSel.SelectionColor = blu;  
            this.m\_map.ActiveView.Refresh();  
   
        }