

# CS 1132 lecture 8

- I. Character arrays
  - a. Character: a single letter, digit, punctuation symbol, space, etc.
  - b. Denote (sequences of) characters in Matlab by enclosing in single quotes
    - i. Beware copy-paste from Office programs – fancy quotes don't work
  - c. May have multiple dimensions (like numeric arrays); still need to be rectangular
  - d. Character array contents vs. code
  - e. Often called “strings,” but differentiate from Matlab's new `string` type, which corresponds to characters enclosed in double quotes
    - i. `string` not covered in 1132: less in common with other Matlab concepts, can use cell arrays of char vectors instead
- II. Type `char`
  - a. Represents a single character
  - b. A primitive built-in type in Matlab, along with `double` and `logical`
  - c. Takes up a fixed amount of memory (16 bites = 2 bytes)
    - i. Built-in command `whos` shows memory usage
    - ii. Allows constant-time array indexing
- III. Syntax
  - a. Multiple chars in single quotes automatically concatenates
  - b. Can concatenate multiple char vectors with brackets
  - c. Use array slicing notation to get substrings
- IV. Example: `remoteChar()`
  - a. Conditional accumulation pattern
  - b. Can implement with a 1-liner using logical indexing
- V. Functions
  - a. `isletter()`, `isspace()`
  - b. `lower()`, `upper()`
  - c. `strcmp()`: prefer to vectorized `==`
- VI. Encoding
  - a. Every character is associated with a number (“codepoint”)
    - i. Get codepoint by converting to double with `double()` function

- ii. Convert codepoint to char with ``char()`` function
  - b. ASCII: 128 characters, including Latin letters, English punctuation, Arabic digits, and control sequences
  - c. Unicode: nearly 150,000 characters from most languages; ASCII is a subset
    - i. Most common codepoints can be represented with 16 bits, so Matlab uses UTF-16 encoding
  - d. Digits are adjacent and in order, capital letters are adjacent and in order, lower-case letters are adjacent and in order
    - i. Allows meaningful addition/subtraction (yields double result), comparison
  - e. Reminder: character vectors are vectors, support vectorized arithmetic
- VII. Example: `toUpper()`
  - a. Decide whether character is a lower-case Latin letter
  - b. Shift to corresponding upper-case letter
  - c. Extension: vectorize
- VIII. Example: replace words
  - a. Construct replacement word
  - b. Iterate 1D stencil (moving window); careful with loop bounds
  - c. String comparison: use `strcmp()`