Previous Lecture:

Working with images

Today's Lecture:

Characters and strings

Announcements:

- Prelim 2 will be returned at end of lecture. If your paper isn't here, pick it up from CSIII2 consultants in ACCEL during consulting hrs (starting today after 4pm)
- Discussion this week in classrooms as listed on roster
- Project 4 posted. Due Mon, Apr 4th, at 11pm

Characters & strings

- We have used strings already:
 - n = input('Next number: ')
 - sprintf('Answer is %d', ans)
- A string is made up of individual characters, so a string is a I-d array of characters
- 'CS1112 rocks!' is a character array of length 13; it has 7 letters, 4 digits, I space, and I symbol.

Can have 2-d array of characters as well

'C'	\s'	11′	11′	1′	12	•
'r'	` o <i>'</i>	'C'	`k′	`s'	, i	2×6 matrix

Matlab types: char, double, uint8, logical

There is not a type "string"! What we call a string is a <u>1-d array of chars</u>

$$b = [3 9]$$

$$c = uint8(b)$$

$$d = rand > .5$$

d is a scalar of the type logical. We call d a "boolean value"

Strings are important in computation

Numerical data is often encoded in strings. E.g., a file containing Ithaca weather data begins with the string

W07629N4226

meaning

Longitude: 76° 29' West

Latitude: 42° 26' North

We may need to grab hold of the substring W07629, convert 076 and 29 to the numeric values 76 and 29, and do some computation

Comparison of genomic sequences is another example of string computation

- E.g., looking for a pattern:
 Given the sequence ATTCTGACCTCGATC...
 Look for the pattern ACCT
- E.g., quantifying the difference between sequences:

ATTCTGACCTCGAT

ATTCGTGACCTCGAT

What if this nucleotide is removed?

Lecture 17

Single quotes enclose strings in Matlab

Anything enclosed in single quotes is a string (even if it looks like something else)

- 100' is a character array (string) of length 3
- 100 is a numeric value
- 'pi' is a character array of length 2
- pi is the built-in constant 3.1416...
- 'x' is a character (vector of length I)
- may be a variable name in your program

Strings are vectors

Vectors

Assignment

$$v = [7 \ 0 \ 5];$$

Indexing

: notation

Appending

Concatenation

Strings

Assignment

```
s= 'hello';
```

Indexing

```
c= s(2); % c is 'e'
s(1)= 'J'; % s is 'Jello'
t= s(2:4); % t is 'ell'
```

: notation

```
s= 'a':'g'; % s is 'abcdefg'
```

Appending

```
s= 'duck';
s(5)= 's'; % s is 'ducks'
```

Concatenation

```
s= [s 'quack'];
% s is 'ducks quack'
```

Some useful string functions

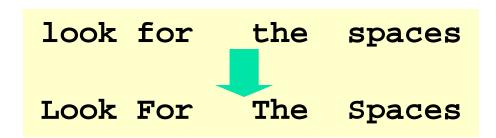
```
str= 'Cs 1112';
length(str) % 7
isletter(str) % [1 1 0 0 0 0 0]
isspace(str) % [0 0 1 0 0 0]
lower(str) % 'cs 1112'
upper(str) % 'CS 1112'
ischar(str)
  % Is str a char array? True (1)
strcmp(str(1:2), 'cs')
  % Compare strings str(1:2) & 'cs'. False (0)
strcmp(str(1:3), 'CS')
  % False (0)
```

Example: capitalize Ist letter

Write a function to capitalize the first letter of each word in a string. Assume that the string has lower case letters and blanks only. (OK to use built-in function upper)

```
function [str, nCaps] = caps(str)
```

- % Post: Capitalize first letter of each word.
- % str = partially capitalized string
- % nCaps = no. of capital letters
- % Pre: str = string with lower case letters & blanks only



See caps.m

ASCII characters

(American Standard Code for Information Interchange)

ascii code	Character	ascii code	Character
•	•	•	•
•	•	:	•
65	'A'	48	'0'
66	'B'	49	"] ,
67	'C'	50	'2'
•	•	:	•
90	'Z'	57	'9'
•	•	:	•

Character vs ASCII code

Arithmetic and relational ops on characters

- 'c'-'a' gives 2
- '6'-'5' gives I
- letter1='e'; letter2='f';
- letter1-letter2 gives -I
- 'c'>'a' gives true
- letter1==letter2 gives false
- 'A' + 2 gives 67
- char('A'+2) gives 'C'

What is in variable g (if it gets created)?

```
d1= 'Mar 3'; d2= 'Mar 9';
x1= d1(5); x2= d2(5);
g= x2-x1;
```

A: the character '6'

B: the numeric value 6

C: Error in the subtraction operation

D: Error in assigning variables x1, x2

E: Some other value or error

What is in variable g (if it gets created)?

```
d1= 'Mar 13'; d2= 'Mar 29';
x1= d1(5:6); x2= d2(5:6);
g= x2-x1;
```

A: the string '16'

B: the numeric value 16

C: Error in the subtraction operation

D: Error in assigning variables x1, x2

E: Some other value or error