- Previous Lecture:
  - Characters and strings

- Today's Lecture:
  - More on characters and strings
  - Cell arrays

- Announcement:
  - Project 4 due Monday 4/4 at 11pm

ASCII characters

(American Standard Code for Information Interchange)

ascii code	*Character*	*ascii code*	*Character*
:	:	:	:
:	:	:	:
65	‘A’	48	‘0’
66	‘B’	49	‘1’
67	‘C’	50	‘2’
:	:	:	:
90	‘Z’	57	‘9’
:	:	:	:

Example: toUpper

Write a function toUpper(cha) to convert character cha to upper case if cha is a lower case letter. Return the converted letter. If cha is not a lower case letter, simply return the character cha.

Hint: Think about the distance between a letter and the base letter ‘a’ (or ‘A’). E.g.,

a b c d e f g h …

distance = ‘g’-‘a’ = 6 = ‘G’-‘A’

A B C D E F G H …

Of course, do not use Matlab function upper!

```
function up = toUpper(cha)
% up is the upper case of character cha.
% If cha is not a letter then up is just cha.
```

```
function up = toUpper(cha)
% up is the upper case of character cha.
% If cha is not a letter then up is just cha.

up= cha;
```

cha is lower case if it is between 'a' and 'z'

```
function up = toUpper(cha)
% up is the upper case of character cha.
% If cha is not a letter then up is just cha.

up= cha;

if ( cha >= 'a' && cha <= 'z' )

    % Find distance of cha from ‘a’



end
```

```
function up = toUpper(cha)
% up is the upper case of character cha.
% If cha is not a letter then up is just cha.

up= cha;

if ( cha >= 'a' && cha <= 'z' )

    % Find distance of cha from ‘a’
    offset= cha - 'a';

    % Go same distance from ‘A’

end
```

```
function up = toUpper(cha)
% up is the upper case of character cha.
% If cha is not a letter then up is just cha.

up= cha;

if ( cha >= 'a' && cha <= 'z' )

    % Find distance of cha from ‘a’
    offset= cha - 'a';

    % Go same distance from ‘A’
    up= char('A' + offset);
end
```

Example: removing all occurrences of a character

- From a genome bank we get a sequence
  ATTG CCG TA GCTA CGTACGC AACTGG AAATGGC CGTAT…
- First step is to "clean it up" by removing all the blanks. Write this function:

```
function s = removeChar(c, s)
% Return string s with all occurrences
% of character c removed
```

Example: removing all occurrences of a character

Can solve this problem using iteration—check one character (one component of the vector) at a time

```
function s = removeChar_loop(c, s)
% Return string s with all occurrences of
% character c removed.
```

Example: removing all occurrences of a character

Can solve this problem using iteration—check one character (one component of the vector) at a time

```
function s = removeChar_loop(c, s)
% Return string s with all occurrences of
% character c removed.

t= [];
for k= 1:length(s)




end
s= t;
```

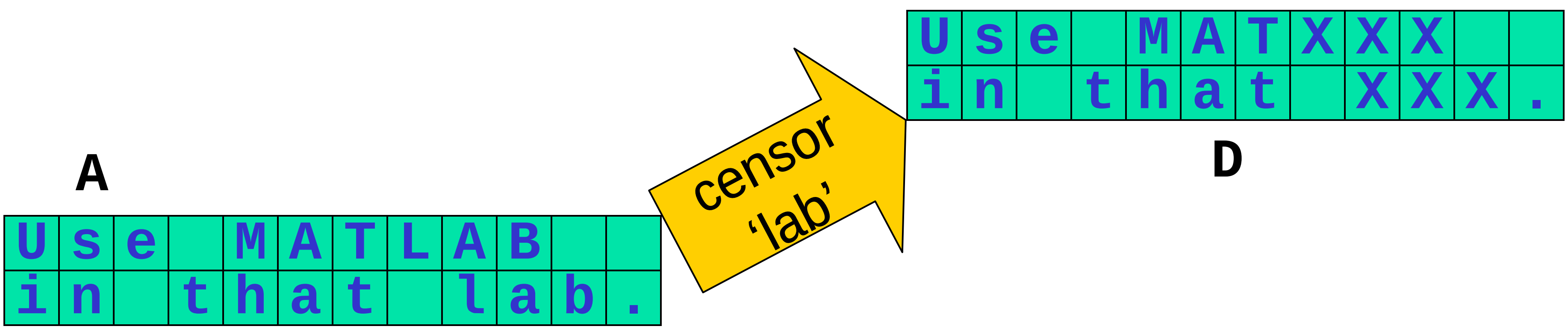
Example: removing all occurrences of a character

Can solve this problem using iteration—check one character (one component of the vector) at a time

```
function s = removeChar_loop(c, s)
% Return string s with all occurrences of
% character c removed.

t= [];
for k= 1:length(s)
    if s(k)~=c
        t= [t s(k)];
    end
end
s= t;
```

Example: censoring words

```
function D = censor(str, A)
% Replace all occurrences of string str in
% character matrix A with X's, regardless of
% case.
% Assume str is never split across two lines.
% D is A with X's replacing str.
```



```
function D = censor(str, A)
% Replace all occurrences of string str in character matrix A,
% regardless of case, with X's.
% A is a matrix of characters.
% str is a string.  Assume that str is never split across two lines.
% D is A with X's replacing the censored string str.

D= A;
B= lower(A);
s= lower(str);
ns= length(str);
[nr,nc]= size(A);

% Build a string of X's of the right length





% Traverse the matrix to censor string str
```

```
function D = censor(str, A)
% Replace all occurrences of string str in character matrix A,
% regardless of case, with X's.
% A is a matrix of characters.
% str is a string.  Assume that str is never split across two lines.
% D is A with X's replacing the censored string str.

D= A;
B= lower(A);
s= lower(str);
ns= length(str);
[nr,nc]= size(A);

% Build a string of X's of the right length
Xs= char( zeros(1,ns));
for k= 1:ns
    Xs(k)= 'X';
end

% Traverse the matrix to censor string str
```

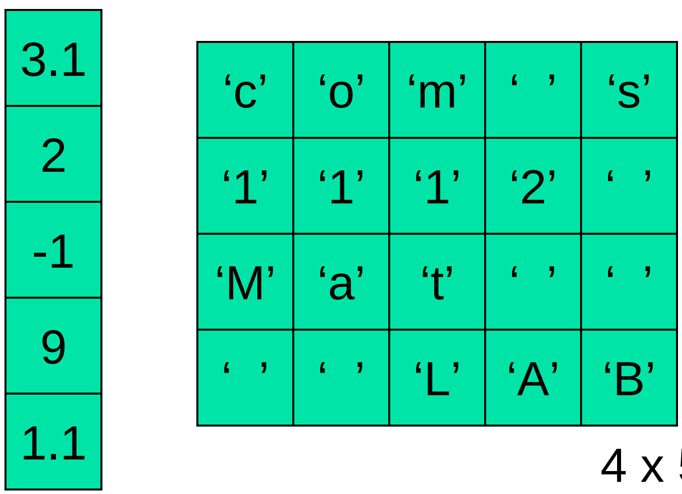
zeros returns an array of type **double**

```matlab
function D = censor(str, A)
% Replace all occurrences of string str in character matrix A,
% regardless of case, with X's.
% A is a matrix of characters.
% str is a string.  Assume that str is never split across two lines.
% D is A with X's replacing the censored string str.

D= A;
B= lower(A);
s= lower(str);
ns= length(str);
[nr,nc]= size(A);

% Build a string of X's of the right length
Xs= char( zeros(1,ns));
for k= 1:ns
    Xs(k)= 'X';
end

% Traverse the matrix to censor string str
for r= 1:nr
    for c= 1:nc-ns+1
        if  strcmp( s , B(r, c:c+ns-1) )==1
            D(r, c:c+ns-1)= Xs;
        end
    end
end
```

Matrix vs. Cell Array

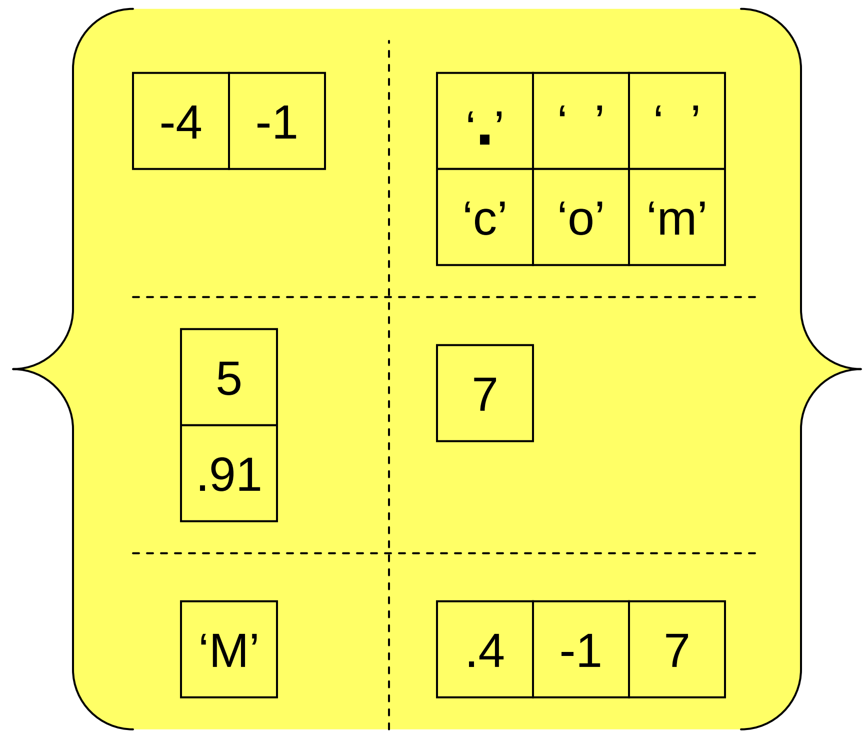
Vectors and matrices store values of the same type in all components

A cell array is a special array whose individual components may contain different types of data



5 x 1 matrix

4 x 5 matrix

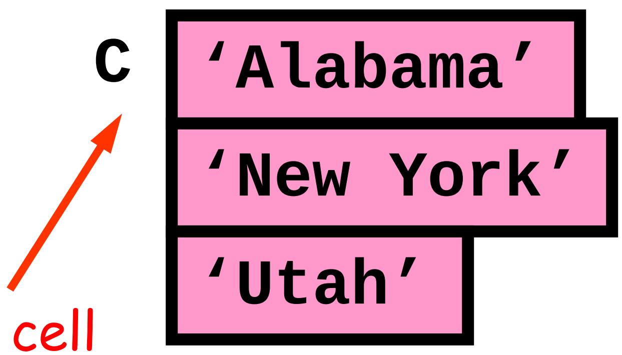


3 × 2 cell array

Cell Arrays of Strings

```
C= { 'Alabama','New York','Utah'}
```


```
C= { 'Alabama';'New York';'Utah'}
```



1-d cell array of strings

Contrast with 2-d array of characters

```
M= ['Alabama '; ...
    'New York'; ...
    'Utah    ']
```

M

'A'	'l'	'a'	'b'	'a'	'm'	'a'	' '
'N'	'e'	'w'	' '	'Y'	'o'	'r'	'k'
'U'	't'	'a'	'h'	' '	' '	' '	' '

Use braces { } for creating and addressing cell arrays

Matrix	Cell Array
▪ Create	▪ Create
m= [5, 4 ; … 1, 2 ; … 0, 8]	C= { ones(2,2), 4 ; … 'abc' , ones(3,1) ; … 9 , 'a cell' }
▪ Addressing	▪ Addressing
m(2,1)= pi	C{2,1}= 'ABC' C{3,2}= pi disp(C{3,2})

Creating cell arrays…

```
C= {‘Oct’, 30, ones(3,2)};
```

is the same as

```
C= cell(1,3); % not necessary
C{1}= ‘Oct’;
C{2}= 30;
C{3}= ones(3,2);
```

You can assign the empty cell array: `D = {}`

Example: Represent a deck of cards with a cell array

```
D{1} = ‘A Hearts’;
D{2} = ‘2 Hearts’;
          :
D{13} = ‘K Hearts’;
D{14} = ‘A Clubs’;
          :
D{52} = ‘K Diamonds’;
```

But we don’t want to have to type all combinations of suits and ranks in creating the deck... How to proceed?

Make use of a suit array and a rank array …

```
suit = {'Hearts', 'Clubs', …
        'Spades', 'Diamonds'};

rank = {'A','2','3','4','5','6',…
    '7','8','9','10','J','Q','K'};
```

Then concatenate to get a card. E.g.,

```
str = [rank{3} ' ' suit{2} ];
D{16} = str;
```

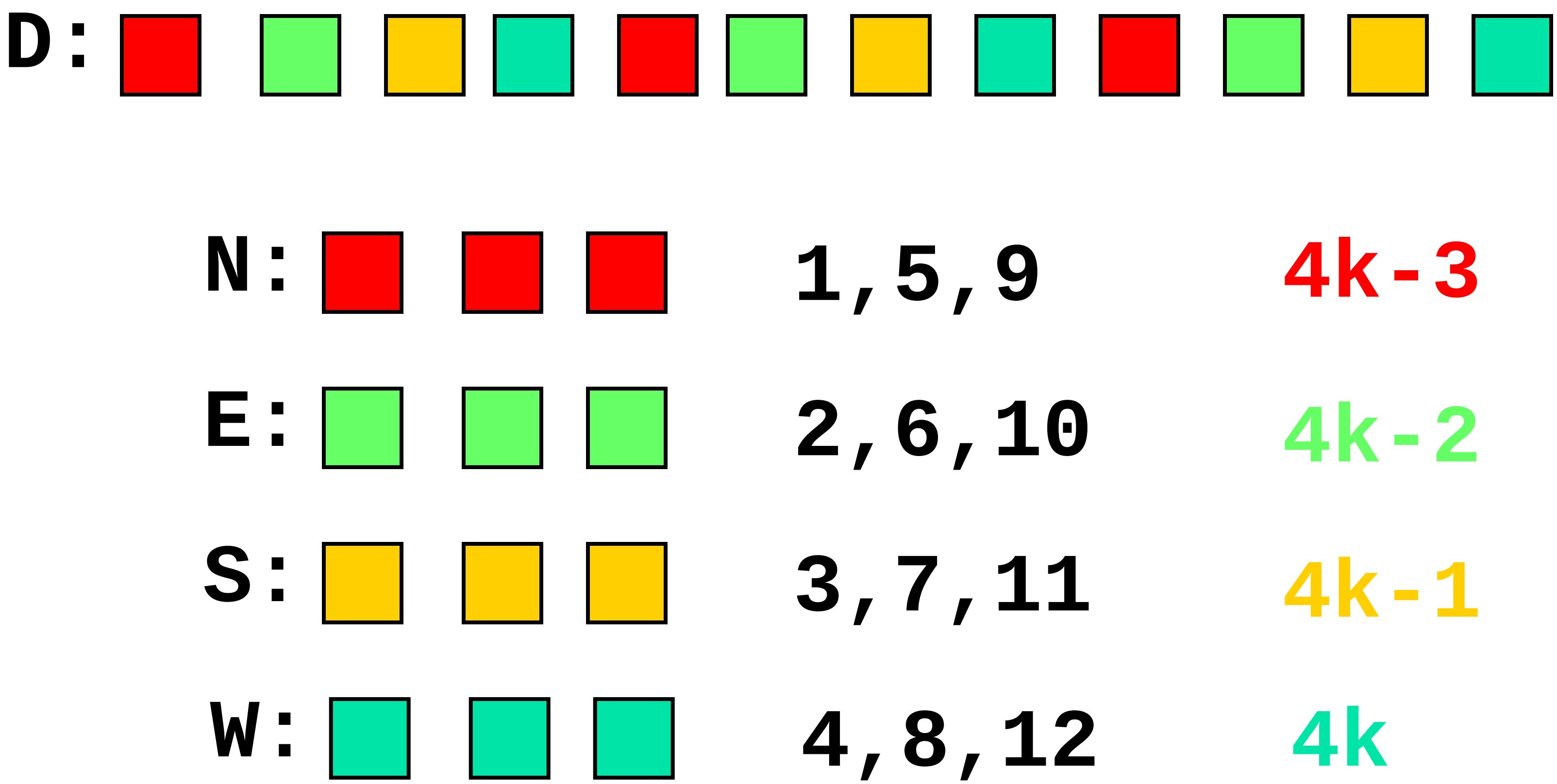
So **D{16}** stores **'3 Clubs'**

To get all combinations, use nested loops

```
i = 1;  % index of next card

for k= 1:4
   % Set up the cards in suit k
   for j= 1:13
      D{i} = [ rank{j} ' ' suit{k} ];
      i = i+1;
   end
end
```

See function **`CardDeck`**

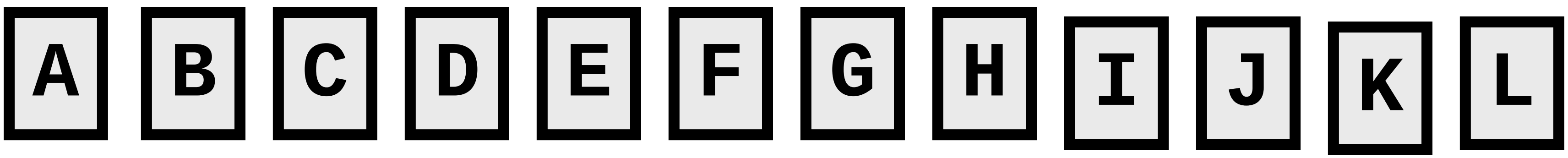
Example: deal a 12-card deck



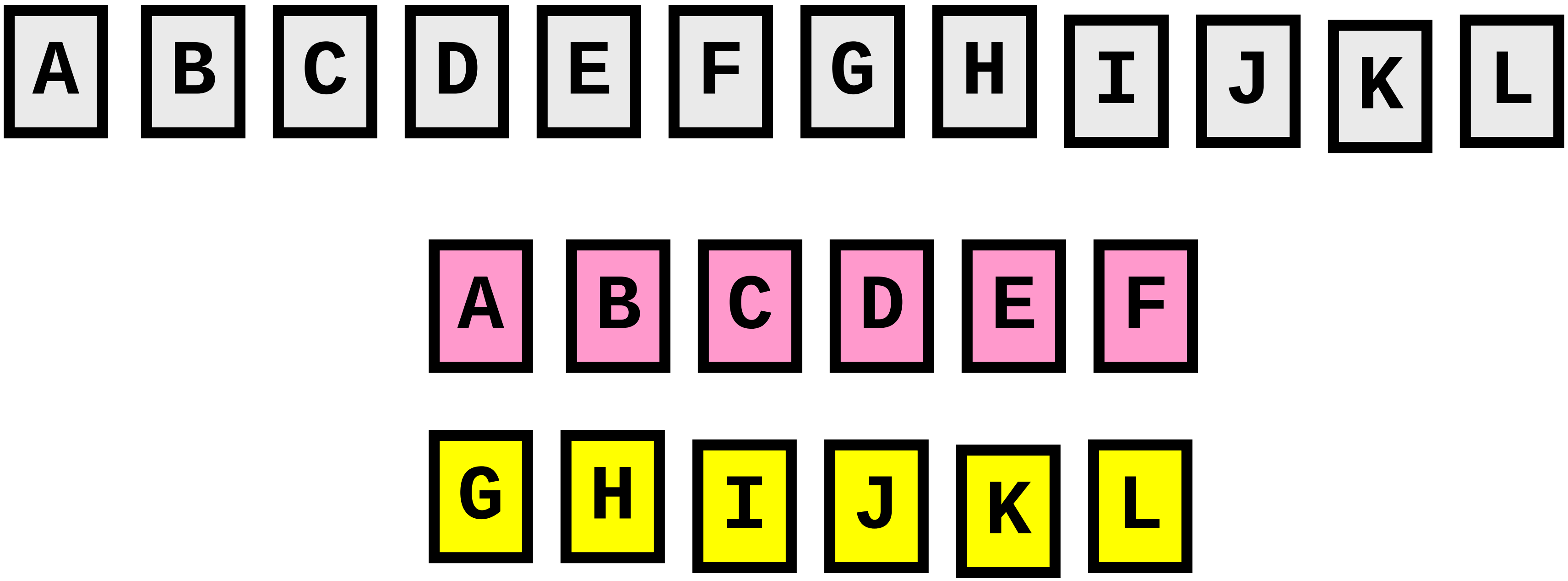
```
% Deal a 52-card deck
N = cell(1,13); E = cell(1,13);
S = cell(1,13); W = cell(1,13);

for k=1:13
    N{k} = D{4*k-3};
    E{k} = D{4*k-2};
    S{k} = D{4*k-1};
    W{k} = D{4*k};
end
```

See function **Deal**

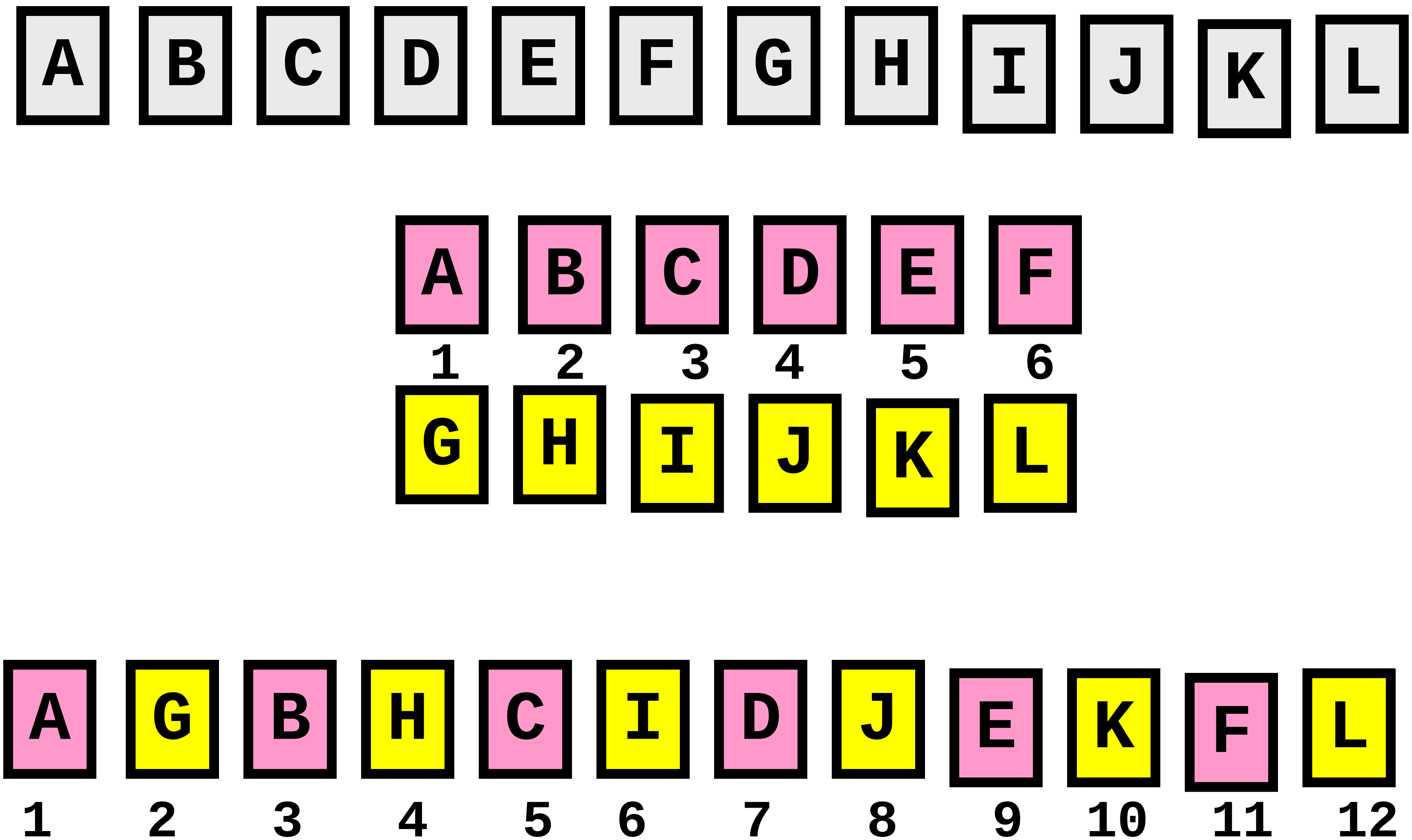
The "perfect shuffle" of a 12-card deck



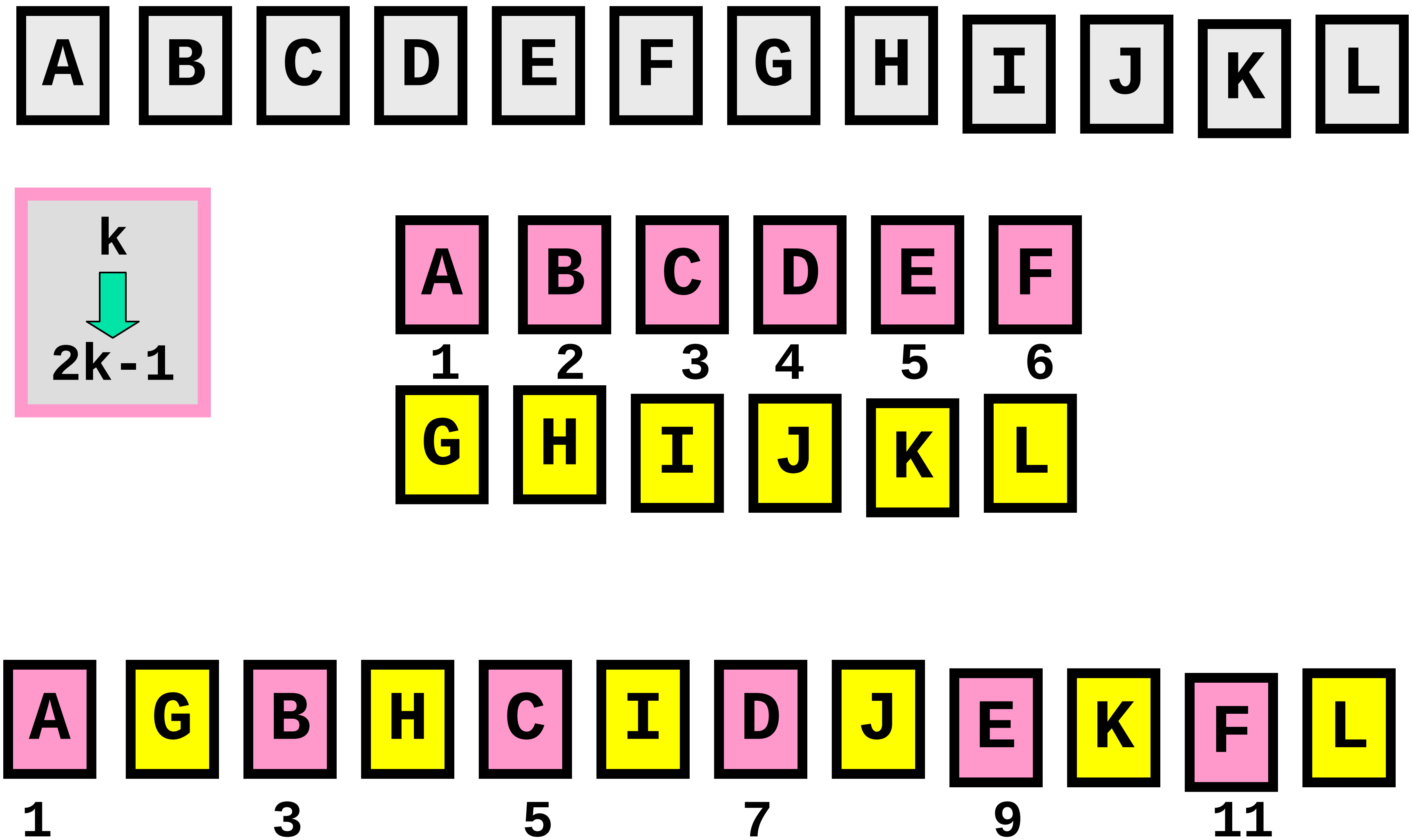
Step 1: Cut the deck



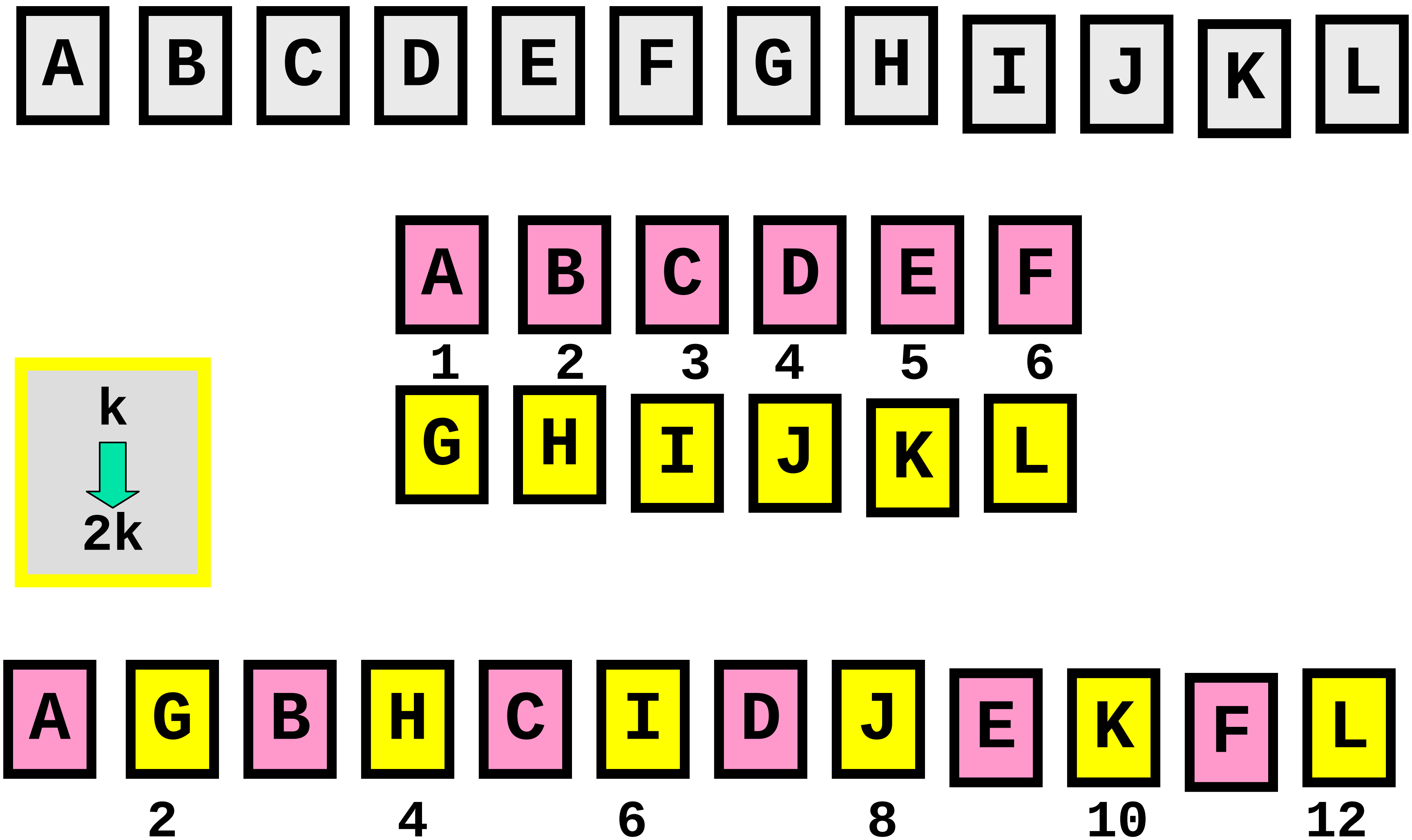
Step 2: Alternate



Step 2: Alternate



Step 2: Alternate



Shuffle.m