

Strings and vectorized code

Given strings `a='hello'` and `b='jello'` ...

- No. of characters that are the same in `a` and `b`: `sum(a==b)`
- No. of characters that are different in `a` and `b`: `sum(a~=b)`

Vectorized (logical) operations – 1d

```
a= [4 2 6 1 3];
```

```
b= [5 3 6 5 3];
```

Relational ops:

```
L= a==b
```

```
M= a>b
```

Arithmetic ops:

```
c= a-b
```

Extraction:

```
d= a(a==b)
```

```
e= b(b>3 & rem(b,2)==1)
```

Vectorized (logical) operations – 1d

`a = [4 2 6 1 3];`

`b = [5 3 6 5 3];`

Relational ops:

`L = a == b` $[0 \ 0 \ 1 \ 0 \ 1]$ } Type: Logical
`M = a > b` $[0 \ 0 \ 0 \ 0 \ 0]$

Arithmetic ops:

`c = a - b` $[-1 \ -1 \ 0 \ -4 \ 0]$ Type: double

Extraction:

`d = a(a == b)` $[6 \ 3]$

`e = b(b > 3 & rem(b, 2) == 1)` $[5 \ 5]$

↑
for vectorized code
odd

Vectorized (logical) operations – 2d

```
m= [ 2 3 5 7; ...  
     -2 1 0 7; ...  
     5 2 -1 8]
```

```
L= m>3
```

```
P= m>3 | m<0
```

```
a= m(m>4)
```

```
b= (m>4) .* m
```

Vectorized (logical) operations – 2d

`m = [2 3 5 7; ...
 -2 1 0 7; ...
 5 2 -1 8]`

`L = m > 3`

$\begin{bmatrix} 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \end{bmatrix}$

`P = m > 3 | m < 0`

vectorized code

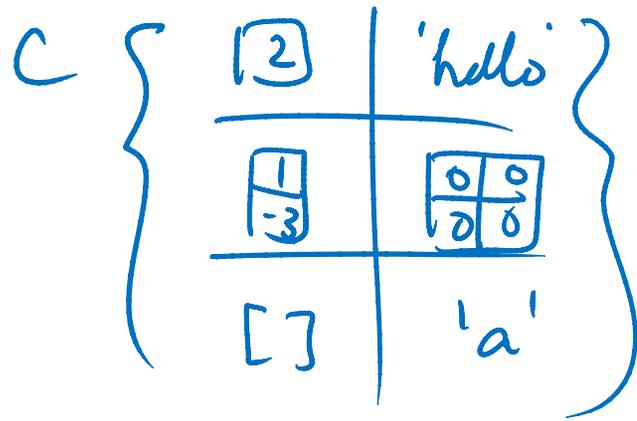
$\begin{bmatrix} 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 1 \end{bmatrix}$

`a = m(m > 4)`

$\begin{bmatrix} 5 \\ 7 \\ 7 \\ 8 \end{bmatrix}$

`b = (m > 4) .* m`

$\begin{bmatrix} 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \end{bmatrix} \cdot * \begin{bmatrix} 2 & 3 & 5 & 7 \\ -2 & 1 & 0 & 7 \\ 5 & 2 & -1 & 8 \end{bmatrix} \rightarrow \begin{bmatrix} 0 & 0 & 5 & 7 \\ 0 & 0 & 0 & 7 \\ 5 & 0 & 0 & 8 \end{bmatrix}$



ASCII characters

(American Standard Code for Information Interchange)

ascii code

Character

:

:

:

:

65

'A'

66

'B'

67

'C'

:

:

90

'Z'

:

:

ascii code

Character

:

:

:

:

48

'0'

49

'1'

50

'2'

:

:

57

'9'

:

:

Character vs ASCII code

```
str= 'Age 19'
```

```
%a 1-d array of characters
```

```
code= double(str)
```

```
%convert chars to ascii values
```

```
str1= char(code)
```

```
%convert ascii values to chars
```

Arithmetic and relational ops on characters

- `'c' - 'a'` gives 2
- `'6' - '5'` gives 1
- `letter1 = 'e'; letter2 = 'f';`
- `letter1 - letter2` gives -1

- `'c' > 'a'` gives true
- `letter1 == letter2` gives false

- `'A' + 2` gives 67
- `char('A' + 2)` gives 'C'

Example: toUpper

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

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

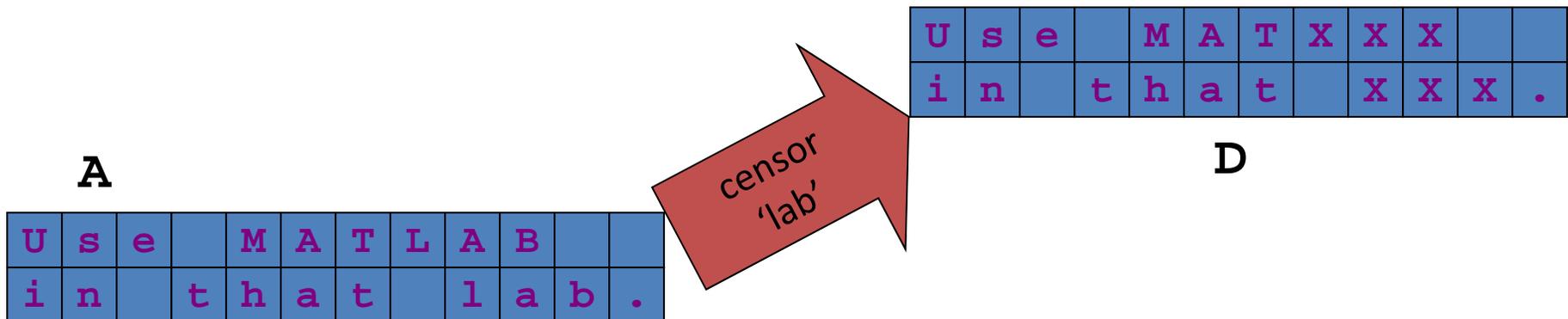


Of course, do not use Matlab function `upper`!

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

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
```