


Module 6 Strings

Lecture Intro to Strings



Module 6 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
3: Apply	1	String IO	Develop a console application that does string input and output	Basic Programming Concepts
3: Apply	2	String Processing	Develop a console application that uses string operations to process a string	Basic OO Concepts, Basic Programming Concepts

We're moving back away from games for a short time to cover some more core programming topics, but we'll get back to them soon

In this lecture, we'll start talking about the very useful string data type

Strings are sequences of characters

In-Lecture Quiz

We do console input by using the `Console.ReadLine` method, which returns

- A: an int
 - B: the user input, duh!
 - C: a `String`
 - D: empty bottles
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In-Lecture Quiz

Users may enter invalid input even if we give them a descriptive prompt

- A: true
 - B: true
 - C: true
 - D: true
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In-Lecture Quiz

In the context of the `String` class, an index is

- A: the thingy between square brackets
 - B: a character location
 - C: a finger
 - D: a 3 x 5 card
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In-Lecture Quiz

When we say the **String** class is immutable, we mean

- A: it's not one of the Mighty Morphin' Power Rangers
 - B: I am one of the Mighty Morphin' Power Rangers
 - C: it can't be changed
 - D: it can be changed, but only by drinking from the magic flask of mutation
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- Recap

- Strings are sequences of characters
- Strings are really useful for getting and processing user input
- Strings are immutable

- Next Time

- We'll look at additional string processing
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