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# Module 6 Strings

## Lecture String Operations

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# 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

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Last time, we talked about the string data type.  
As a reminder, strings are just sequences of  
characters

This time, we'll look at some more interesting  
ways we can extract information from strings

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- What might we want to do with strings?
    - Convert to a value type (did this last time)
    - Find a particular character
    - Extract part of the string into a new string
    - Something else (read the documentation to figure out how)
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## In-Lecture Quiz

We can find the location of a particular character in a string using

- A: a spoon
  - B: a spork
  - C: `IndexOf`
  - D: `Substring`
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## In-Lecture Quiz

We can extract a “piece” of a string using

- A: your mind
  - B: someone else's mind
  - C: `Substring`
  - D: a series of tubes
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- Recap

- We can use string methods to process strings in useful ways
- End of Module 6

- Next Time

- We'll look at how we can implement decision-making in the code for our games
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