

6.G: STRINGS (GLOSSARY)



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counter

A variable used to count something, usually initialized to zero and then incremented.

empty string

A string with no characters and length 0, represented by two quotation marks.

format operator

An operator, `%`, that takes a format string and a tuple and generates a string that includes the elements of the tuple formatted as specified by the format string.

format sequence

A sequence of characters in a format string, like `%d`, that specifies how a value should be formatted.

format string

A string, used with the format operator, that contains format sequences.

flag

A boolean variable used to indicate whether a condition is true or false.

invocation

A statement that calls a method.

immutable

The property of a sequence whose items cannot be assigned.

index

An integer value used to select an item in a sequence, such as a character in a string.

item

One of the values in a sequence.

method

A function that is associated with an object and called using dot notation.

object

Something a variable can refer to. For now, you can use "object" and "value" interchangeably.

search

A pattern of traversal that stops when it finds what it is looking for.

sequence

An ordered set; that is, a set of values where each value is identified by an integer index.

slice

A part of a string specified by a range of indices.

traverse

To iterate through the items in a sequence, performing a similar operation on each.