Strings

Due this week

- **Homework 1**
  - Submit pdf file on Canvas. PDF
- Start going through the textbook readings and watch the videos
  - Take **Quiz 2**.
- Participation: 3-2-1
- Check the due date! **No late submissions!!**

Today

- ASCII
- Strings
- Boolean variables
- Relational operators

Representing Characters: Unicode. ASCII

- Printable characters in a string are stored as bits in a computer, just like int and double variables
- The bit patterns are standardized:
  - ASCII (American Standard Code for Information Interchange) is 7 bits long, specifying $2^7 = 128$ codes:
    - 26 uppercase letters A through Z
    - 26 lowercase letters a through z
    - 10 digits
    - 32 typographical symbols such as +, -, ', \...
    - 34 control characters such as space, newline
    - 32 others for controlling printers and other devices.
- Unicode, which has replaced ASCII in most cases, is 21 bits superset of ASCII; the first 128 codes match. The extra bits allow many more characters ($2^{21} > 2x10^6$), required for worldwide languages

ASCII TABLE

Decimal	Hexadecimal	Binary	Octal	Char
0	0	0	0	*[NULL]*
1	1	1	1	*[START OF HEADING]*
2	2	10	2	*[START OF TEXT]*
3	3	11	3	*[END OF TEXT]*
4	4	100	4	*[END OF TRANSMISSION]*
5	5	101	5	*[ENQUIRY]*
6	6	110	6	*[ACKNOWLEDGE]*
7	7	111	7	*[BELL]*
8	8	1000	10	*[BACKSPACE]*
9	9	1001	11	*[HORIZONTAL TAB]*
10	A	1010	12	*[LINE FEED]*
11	B	1011	13	*[VERTICAL TAB]*
12	C	1100	14	*[FORM FEED]*
13	D	1101	15	*[CARRIAGE RETURN]*
14	E	1110	16	*[SHIFT OUT]*
15	F	1111	17	*[SHIFT IN]*
16	10	10000	20	*[DATA LINK ESCAPE]*
17	11	10001	21	*[DEVICE CONTROL 1]*
18	12	10010	22	*[DEVICE CONTROL 2]*
19	13	10011	23	*[DEVICE CONTROL 3]*
20	14	10100	24	*[DEVICE CONTROL 4]*
21	15	10101	25	*[NEGATIVE ACKNOWLEDGE]*
22	16	10110	26	*[SYNCHRONOUS IDLE]*
23	17	10111	27	*[ENG OF TRANS. BLOCK]*
24	18	11000	30	*[CANCEL]*
25	19	11001	31	*[END OF MEDIUM]*
26	1A	11010	32	*[SUBSTITUTE]*
27	1B	11011	33	*[ESCAPE]*
28	1C	11100	34	*[FILE SEPARATOR]*
29	1D	11101	35	*[GROUP SEPARATOR]*
30	1E	11110	36	*[RECORD SEPARATOR]*
31	1F	11111	37	*[UNIT SEPARATOR]*
32	20	100000	40	*[SPACE]*
33	21	100001	41	!
34	22	100010	42	"
35	23	100011	43	#
36	24	100100	44	$
37	25	100101	45	%
38	26	100110	46	&
39	27	100111	47	'
40	28	101000	50	(
41	29	101001	51	)
42	2A	101010	52	*
43	2B	101011	53	+
44	2C	101100	54	,
45	2D	101101	55	-
46	2E	101110	56	.
47	2F	101111	57	/
48	30	110000	60	**0**
49	31	110001	61	**1**
50	32	110010	62	**2**
51	33	110011	63	**3**
52	34	110100	64	**4**
53	35	110101	65	**5**
54	36	110110	66	**6**
55	37	110111	67	**7**
56	38	111000	70	**8**
57	39	111001	71	**9**
58	3A	111010	72	:
59	3B	111011	73	;
60	3C	111100	74	<
61	3D	111101	75	=
62	3E	111110	76	>
63	3F	111111	77	?
64	40	1000000	100	@
65	41	1000001	101	**A**
66	42	1000010	102	**B**
67	43	1000011	103	**C**
68	44	1000100	104	**D**
69	45	1000101	105	**E**
70	46	1000110	106	**F**
71	47	1000111	107	**G**
72	48	1001000	110	**H**
73	49	1001001	111	**I**
74	4A	1001010	112	**J**
75	4B	1001011	113	**K**
76	4C	1001100	114	**L**
77	4D	1001101	115	**M**
78	4E	1001110	116	**N**
79	4F	1001111	117	**O**
80	50	1010000	120	**P**
81	51	1010001	121	**Q**
82	52	1010010	122	**R**
83	53	1010011	123	**S**
84	54	1010100	124	**T**
85	55	1010101	125	**U**
86	56	1010110	126	**V**
87	57	1010111	127	**W**
88	58	1011000	130	**X**
89	59	1011001	131	**Y**
90	5A	1011010	132	**Z**
91	5B	1011011	133	[
92	5C	1011100	134	\
93	5D	1011101	135	]
94	5E	1011110	136	^
95	5F	1011111	137	_
96	60	1100000	140	`
97	61	1100001	141	**a**
98	62	1100010	142	**b**
99	63	1100011	143	**c**
100	64	1100100	144	**d**
101	65	1100101	145	**e**
102	66	1100110	146	**f**
103	67	1100111	147	**g**
104	68	1101000	150	**h**
105	69	1101001	151	**i**
106	6A	1101010	152	**j**
107	6B	1101011	153	**k**
108	6C	1101100	154	**l**
109	6D	1101101	155	**m**
110	6E	1101110	156	**n**
111	6F	1101111	157	**o**
112	70	1110000	160	**p**
113	71	1110001	161	**q**
114	72	1110010	162	**r**
115	73	1110011	163	**s**
116	74	1110100	164	**t**
117	75	1110101	165	**u**
118	76	1110110	166	**v**
119	77	1110111	167	**w**
120	78	1111000	170	**x**
121	79	1111001	171	**y**
122	7A	1111010	172	**z**
123	7B	1111011	173	{
124	7C	1111100	174	|
125	7D	1111101	175	}
126	7E	1111110	176	~
127	7F	1111111	177	*[DEL]*

Strings

Strings

- Strings are sequences of characters:

```
"Hello world"
```

- Include the string header, so you can create variables to hold strings:

```
#include <iostream>
#include <string>
using namespace std;
...
string name = "Harry";
        // literal string "Harry" stored
```

String Initializations

- String variables are automatically initialized to the empty string if you don't initialize them:

```
string response;
      // literal string "" stored
    // it is not garbage
```

- "" is called the empty or null string.

Concatenation of Strings

- Use the **+** operator to *concatenate* strings;
  that is, put them together to yield a longer string.

```
string fname = "Harry";
string lname = ”Potter";
string name = fname + lname; //need a space!
cout << name << endl;
name = fname + " " + lname; //got a space
cout << name << endl;
```

The output will be:

```
HarryPotter
Harry Potter
```

Common Error – Concatenation of literal strings

```
string greeting = "Hello, " + " World!";
                  // will not compile
```

Literal strings cannot be concatenated. And it's pointless anyway, just do:

```
string greeting = "Hello World!";
```

String Input

- You can read a string from the console:

```
cout << "Please enter your name: ";
string name;
cin >> name;
```

- When a string is read with the `>>` operator, only one word is placed into the `string` variable.
- For example, suppose the user types

```
Harry Potter
```

  as the response to the prompt.
- Only the string "Harry" is placed into the variable name.

String Input

You can use another input string to read the second word:

```
cout << "Please enter your name: ";
string fname, lname;
cin >> fname >> lname;


//fname gets Harry, lname gets Potter
```

String Input

`getline()` function allows us to accepts a full string input

```
cout << "Please enter your name: ";
string name;
getline(cin, name);

//name gets Harry Potter
```

String Functions

- The `length` *member function* yields the number of characters in a string.

- Unlike the `sqrt` or `pow` function, the `length` function is *invoked* with the *dot notation*:

```
string name = "Harry";
int n = name.length();
```

String Data Representation & Character Positions

```
 H  e  l  l  o  ,     W  o  r  l  d  !
 0  1  2  3  4  5  6  7  8  9 10 11 12
```

- In most computer languages, the starting position 0 means "start at the beginning."
- The first position in a string is labeled 0, the second 1, and so on. And don't forget to count the space character after the comma—but the quotation marks are **not** stored.
- The position number of the last character is always one less than the length of the **string.**

`substr` Function

- Once you have a string, you can extract substrings by using the **`substr`** member function.
- `s.substr(start, length)`
  returns a `string` that is made from the characters in the `string s`, starting at character `start`, and containing `length` characters. (`start` and `length` are integers)
  - NOTE: the first character has an index of 0, not 1.

```
string greeting = "Hello, World!";
string sub = greeting.substr(0, 2);
    // sub contains "He"
```

Another Example of the `substr` Function

```
string greeting = "Hello, World!";
string w = greeting.substr(7, 5);
   // w contains "World" (not the !)
```

- "World" is 5 characters long but…
- Why is 7 the position of the "W" in "World"?
- Why is the "W" not @ 8?
- *Because the first character has an index of 0, not 1.*

String Character Positions

```
H  e  l  l  o  ,     W  o  r  l  d  !
0  1  2  3  4  5  6  7  8  9  10 11 12
```

```
string greeting = "Hello, World!";
string w = greeting.substr(7);
   // w contains "World!"
```

- If you do not specify how many characters should go into the substring, the call to the **substr**() function will return a substring that starts at the specified index, and goes until the end of the string

String Operations Examples

Statement	Result	Comment
string str = "C"; str = str + "++";	str is set to "C++"	When applied to strings,+ denotes concatenation.
string str = "C" + "++";	Error	Error: You cannot concatenate two string literals.
cout << "Enter name: "; cin >> name; (User input: Harry Morgan)	name contains "Harry"	The >> operator places the next word into the string variable.
cout << "Enter name: "; cin >> name >> last_name; (User input: Harry Morgan)	name contains "Harry", last_name contains "Morgan"	Use multiple >> operators to read more than one word.
string greeting = "H & S"; int n = greeting.length();	n is set to 5	Each space counts as one character.
string str = "Sally"; string str2 = str.substr(1, 3);	str2 is set to "all"	Extracts the substring of length 3 starting at position 1. (The initial position is 0.)
string str = "Sally"; string str2 = str.substr(1);	str2 is set to "ally"	If you omit the length, all characters from the position until the end are included.
string a = str.substr(0, 1);	a is set to the initial letter in str	Extracts the substring of length 1 starting at position 0.
string b = str.substr(str.length() - 1);	b is set to the last letter in str	The last letter has position str.length() - 1. We need not specify the length.

String Functions, Complete Program Example

ch02/initials.cpp

```
#include <iostream>
#include <string>
using namespace std;
int main()
{
   cout << "Enter your first name: ";
   string first;
   cin >> first;
   cout << "Enter your significant other's first name: ";
   string second;
   cin >> second;
   string initials = first.substr(0, 1) + "&" + second.substr(0, 1);
   cout << initials << endl;
   return 0;
}
```

Boolean Variables & Operators

Boolean Variables and Operators

- Sometimes you need to evaluate a logical condition in one part of a program and use it elsewhere.
- To store a condition that can be **`true`** or **`false`**, you use a Boolean variable
- Variables of type **`bool`** can hold exactly two values, **`false`** or **`true`**.
  - **not** strings.
  - **not** integers; they are special values, just for Boolean variables.

- BUT actually zero is **false**, and any non-zero value is treated as **true**.

Boolean Variables

- Here is a declaration of a Boolean variable, initialized to false:

```
bool failed = false;
```

- Here's another example:

```
// If the value of x is negative, set the boolean variable to True
bool isNegative = x < 0;
```

Boolean Variables - `cout`

- Boolean variables that hold the value True, print the value 1 when displayed to the console via cout
- Boolean variables that hold the value False, print the value 0 when displayed to the console via cout
- Here's an example:

```
int x = -3;
bool isNegative = (x < 0);
bool isPosive = (x > 0);
cout << isNegative << " " << isPositive << endl;
```

Output: `1 0`

Relational Operators

C++	Math Notation	Description
>	>	Greater than
>=	≥	Greater than or equal
<	<	Less than
<=	≤	Less than or equal
==	=	Equal
!=	≠	Not equal

Expression	Value	Comment
3 <= 4	true	3 is less than 4; <= tests for “less than or equal”.
3 =< 4	Error	The “less than or equal” operator is <=, not =<. The “less than” symbol comes first.
3 > 4	false	> is the opposite of <=.
4 < 4	false	The left-hand side of < must be strictly smaller than the right-hand side.
4 <= 4	true	Both sides are equal; <= tests for “less than or equal”.

Expression	Value	Comment
3 == 5-2	true	== tests for equality.
3 != 5-1	true	!= tests for inequality. It is true that 3 is not 5 – 1.
3 = 6 / 2	Error	Use == to test for equality.
1.0 / 3.0 == 0.333333333	false	Although the values are very close to one another, they are not exactly equal. See Common Error 3.3.
"10" > 5	Error	You cannot compare a string to a number.

Relational Operators – Some Notes

- The == operator is initially confusing to beginners.
- In C++, = already has a meaning, namely assignment
- The == operator denotes equality testing:

```
floor = 13; // Assign the value 13 to floor
// Test whether value of floor equals 13
if (floor == 13)
```

- You can compare strings as well:
- if (input == "Quit") ...

Confusing = and ==

- In C++, assignments have values.
- The value of the assignment expression floor = 13 is 13.
- These two features conspire to make a horrible pitfall:

  if (floor = 13) …
- is legal C++.

- The code sets floor to 13, and since that value is not zero, the condition of the if statement is always true.

SO… Use only == inside tests/conditions.

Use = outside tests/conditions.