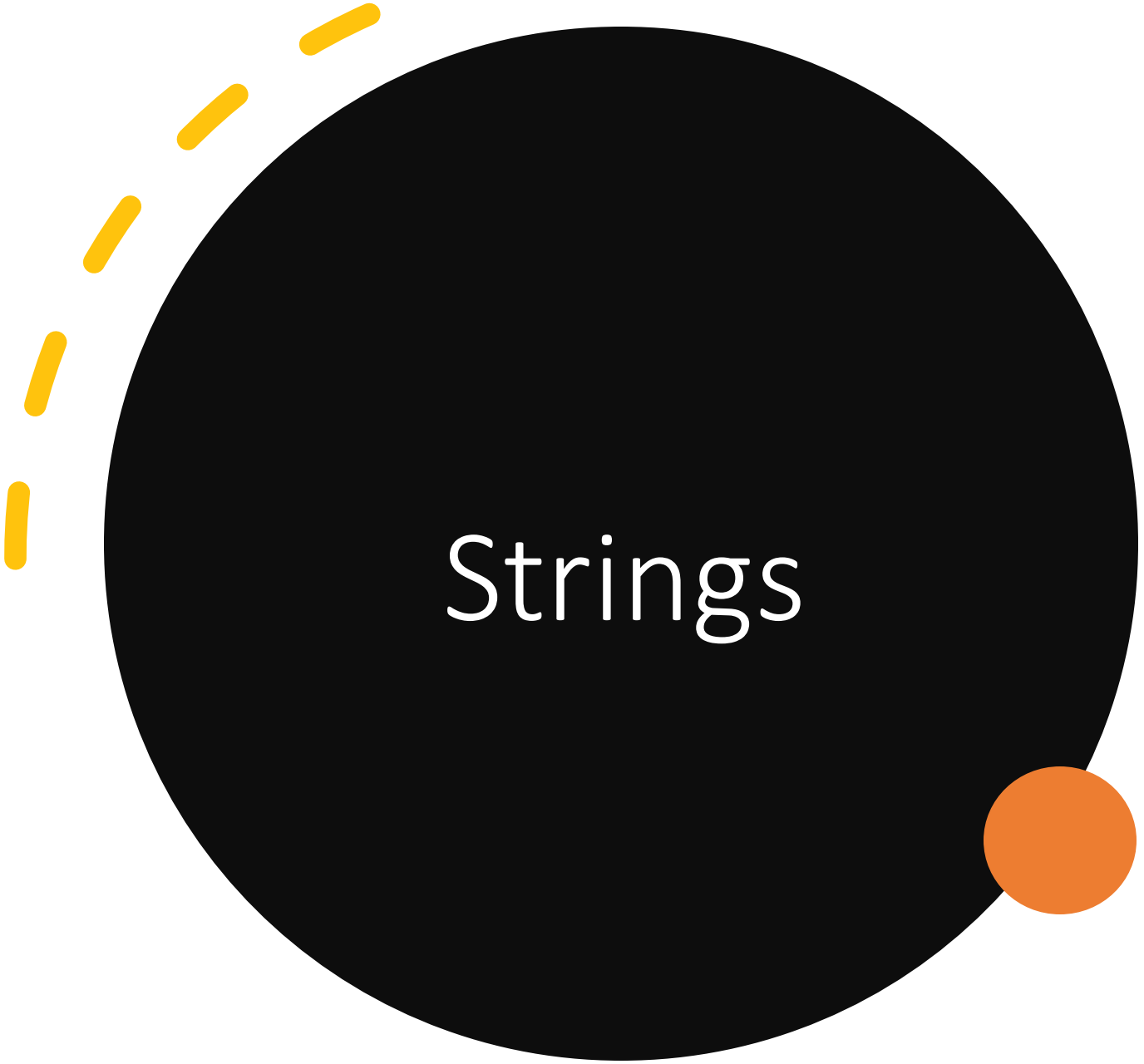

Strings

String Data Type

- The String data type is used to store any textual data.
- This includes words, letters, or anything else you would send in a text message.
- In programming, the text is delimited with double quotes.
- For example: "CSU, Sacramento", "computer", and "Year 1947" are all strings.

Intrinsic Functions

Mathematics

Function	Description
`Abs(n)`	Absolute Value
`Arcsin(n)`	Trigonometric Arcsine
`Arccos(n)`	Trigonometric Arccos
`Arctan(n)`	Trigonometric Arctangent
`Cos(n)`	Trigonometric Cosine
`Int(n)`	Integral (whole value) of a real number
`Ln(n)`	Natural Log
`Log(n)`	Natural Log (same as Ln)
`Log10(n)`	Log Base 10
`Sgn(n)`	Mathematical sign (-1 if ***n*** is negative, 0 if zero, 1 if positive)
`Sin(n)`	Trigonometric Sine
`Sqrt(n)`	Square Root
`Tan(n)`	Trigonometric Tangent

Other

Function	Description
`Random(n)`	A random number between 0 and (***n*** - 1)
`Size(a)`	The size (number of elements) in an array

String Functions

Function	Description
`Len(s)`	Length of a string
`Char(s, i)`	Returns a character from the string **s** at index *i*. Characters are indexed starting at 0.

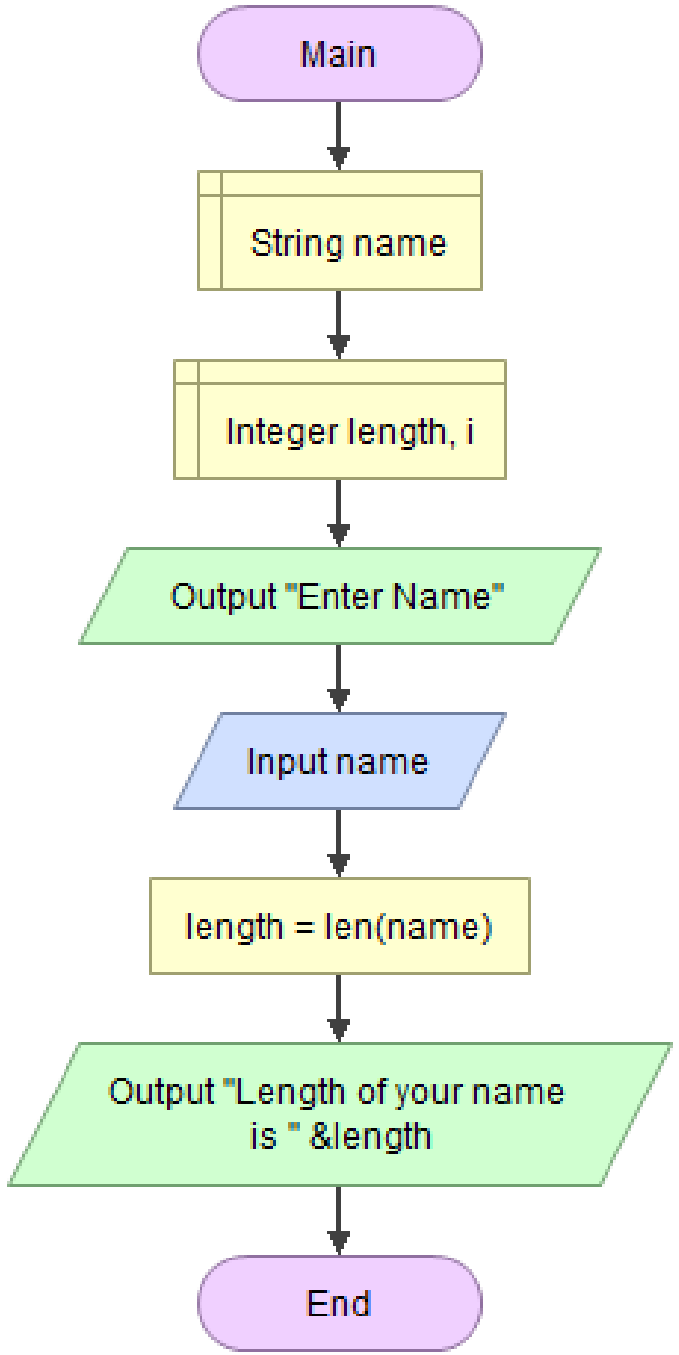
Data Type Conversion

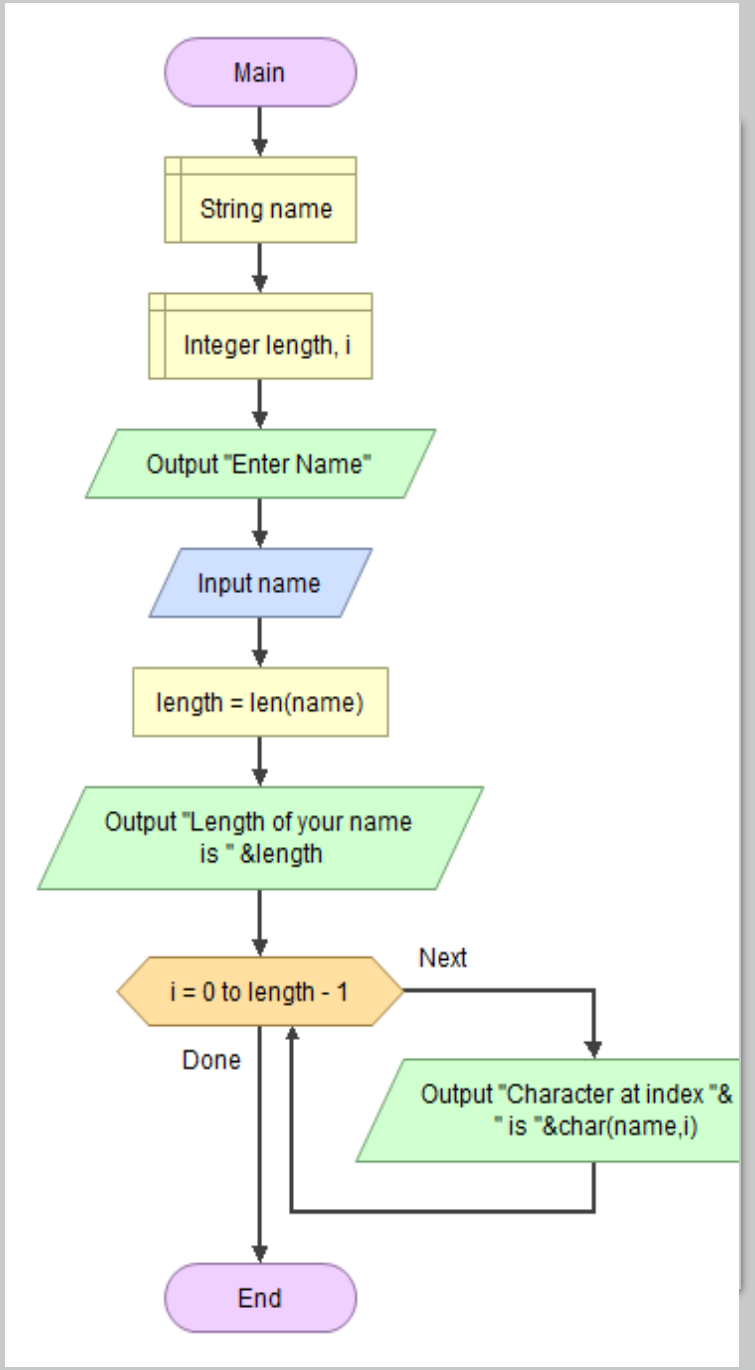
Data Type Conversion

Function	Description
`ToChar(n)`	Convert a character code *n* into a character.
`ToCode(c)`	Convert a character *c* into a character code (integer).
`ToFixed(r, i)`	Convert real number *r* to a string with *i* digits after the decimal point. This function is useful for currency.
`ToInteger(n)`	Convert a string to an integer
`ToReal(n)`	Convert a string to an real
`ToString(n)`	Convert a number to a string

Len(S)

- Length of a string



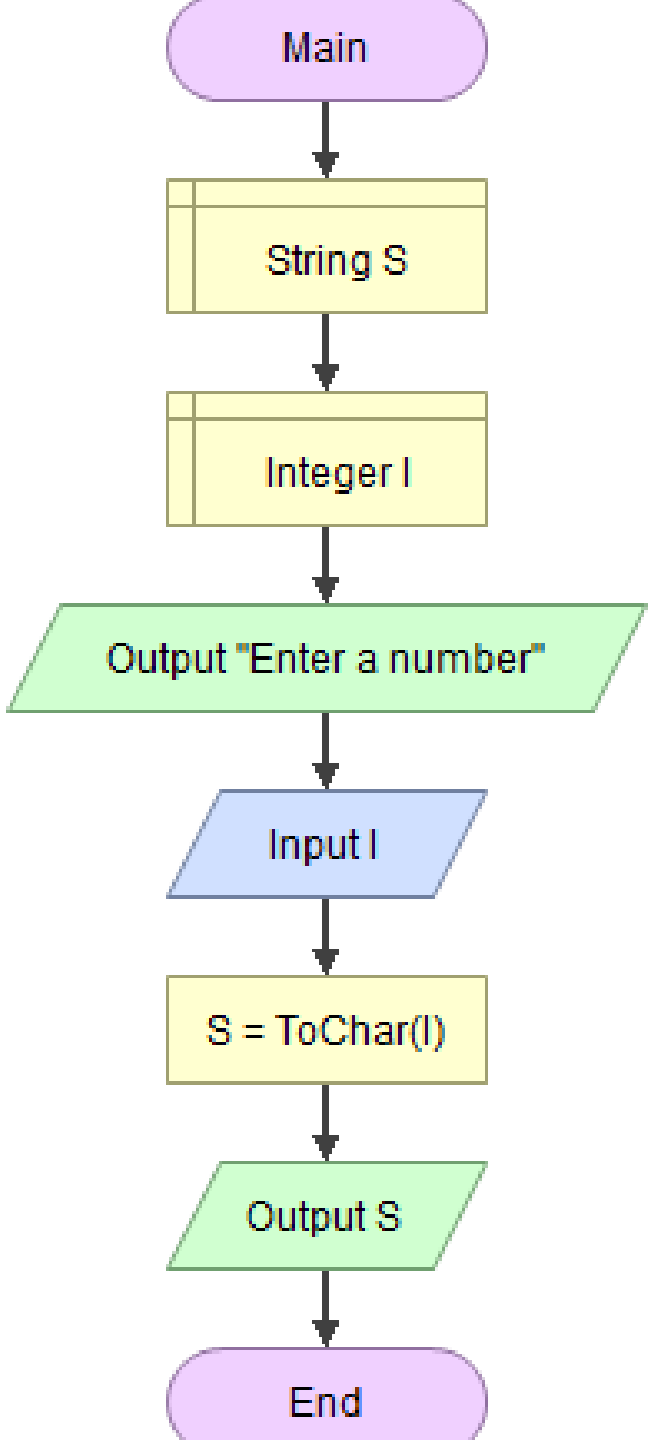


Char(s, i)

Returns a character from the string ***s*** at index ***i***.
Characters are indexed starting at 0.

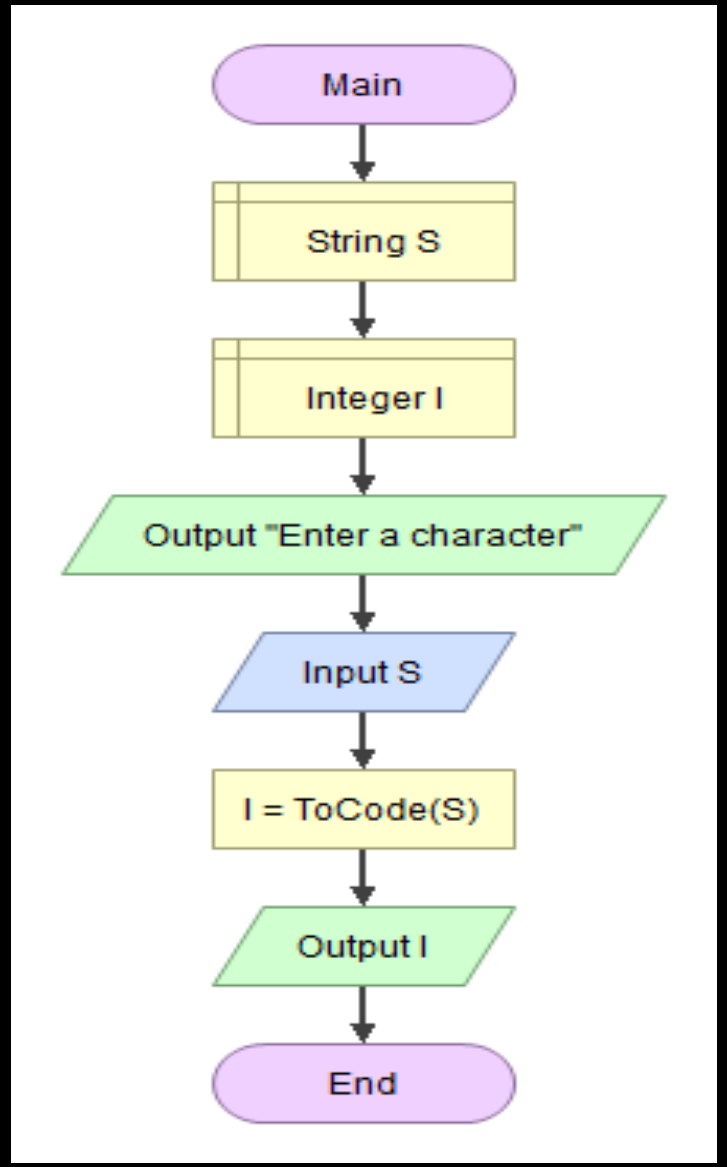
ToChar(n)

Convert a character code ***n*** into a character.



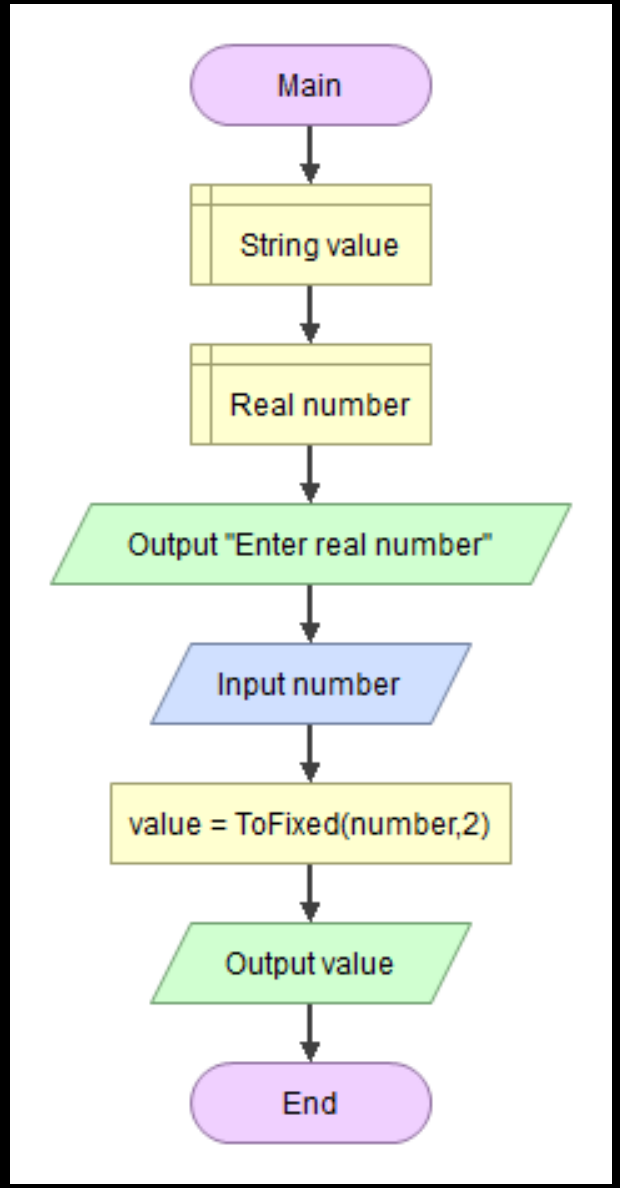
ToCode(c)

Convert a character ***c*** into a character code (integer).



ToFixed(r, i)

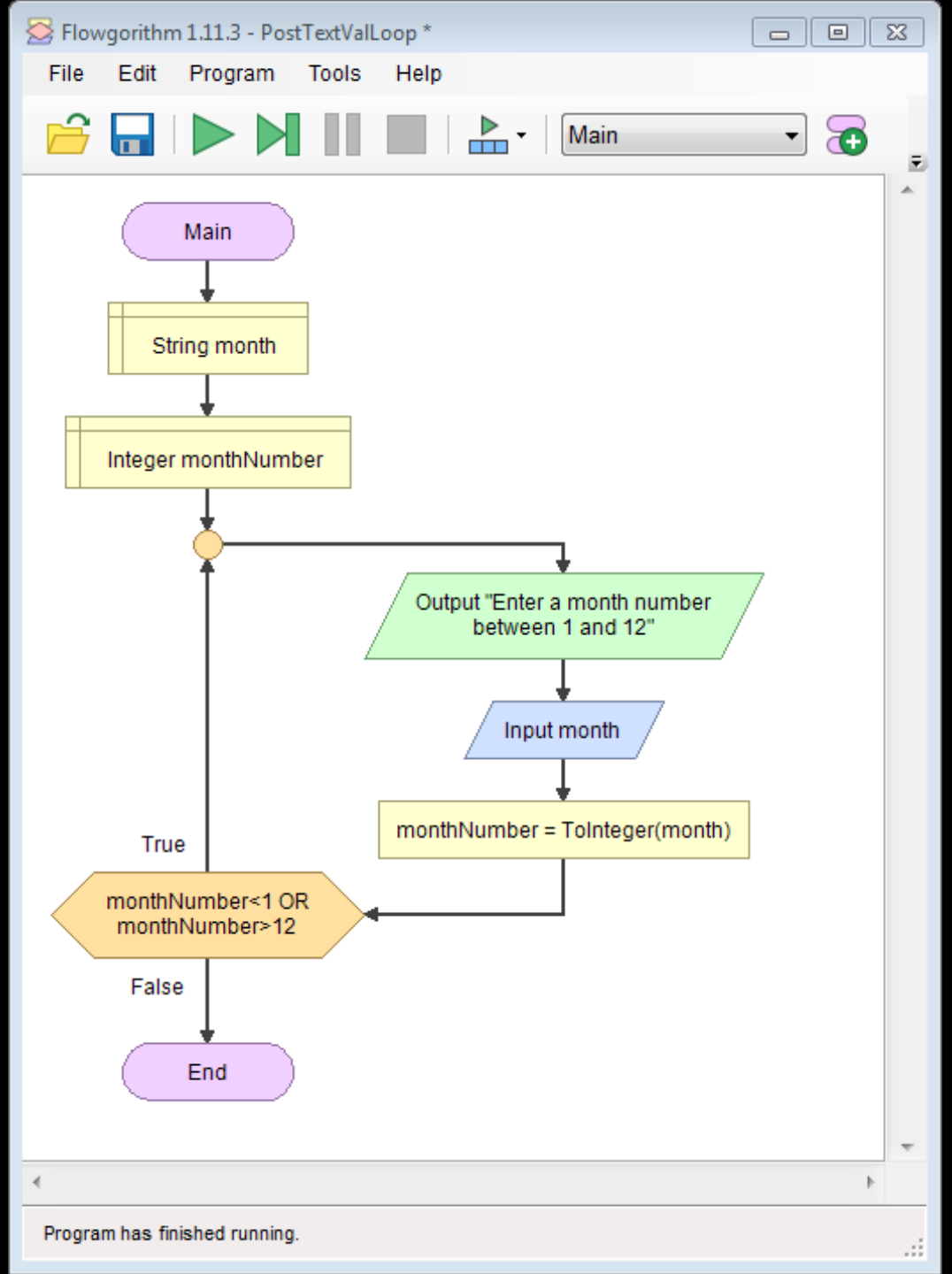
Convert real number ***r*** to a string with ***i*** digits after the decimal point. This function is useful for currency.



ToInteger(data)

```
Function String getMonth()
  Declare String month
  Declare Integer monthNumber
  Do
        // User prompt explains the valid values
        Display "Enter a month number between 1 and 12"
        Input month
        monthNumber = stringToInteger(month)
  While (monthNumber < 1 OR monthNumber > 12)
  Return month
End Function
```

ToInteger(data)



ToReal(data)

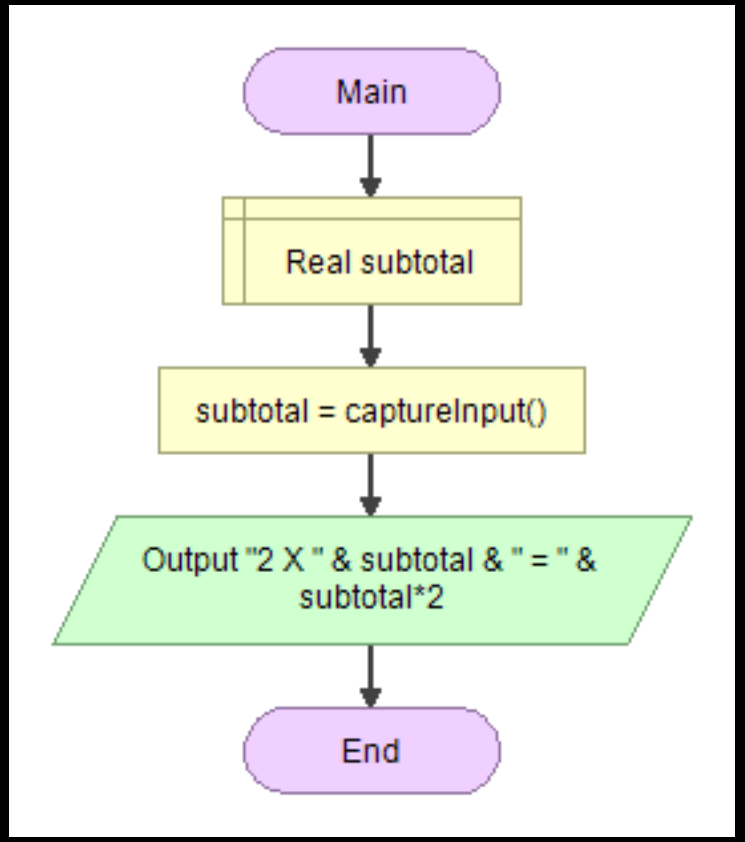
- Will enhance the captureInput function to convert the data into a numeric value

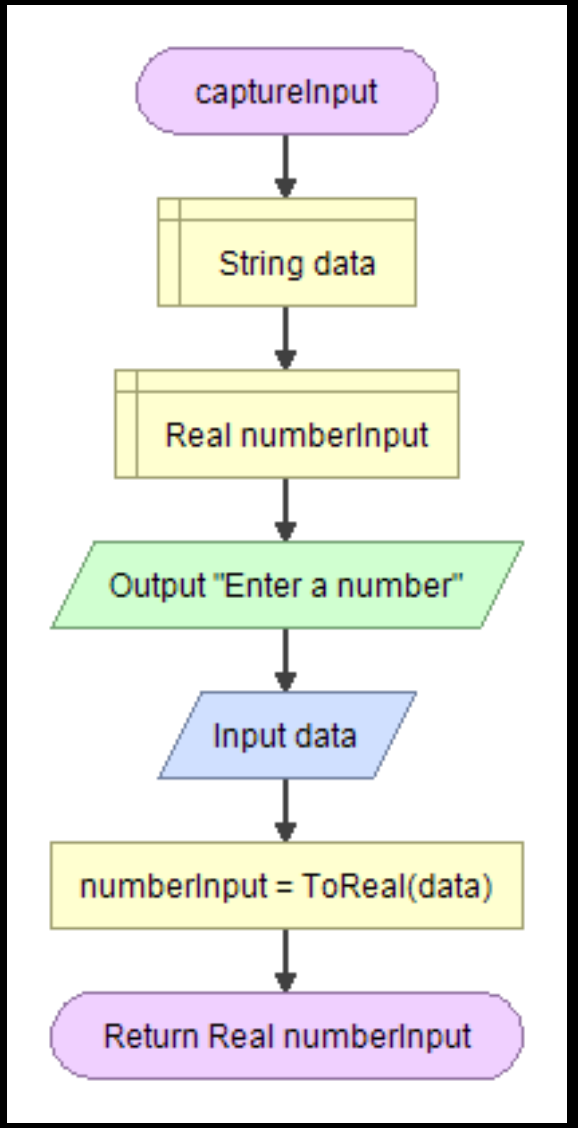
```
Module main()
        Declare Real subtotal
        subtotal = captureInput()
        Display "2 X " , subtotal, " = ", subtotal*2
End Module
```

stringToReal(data)

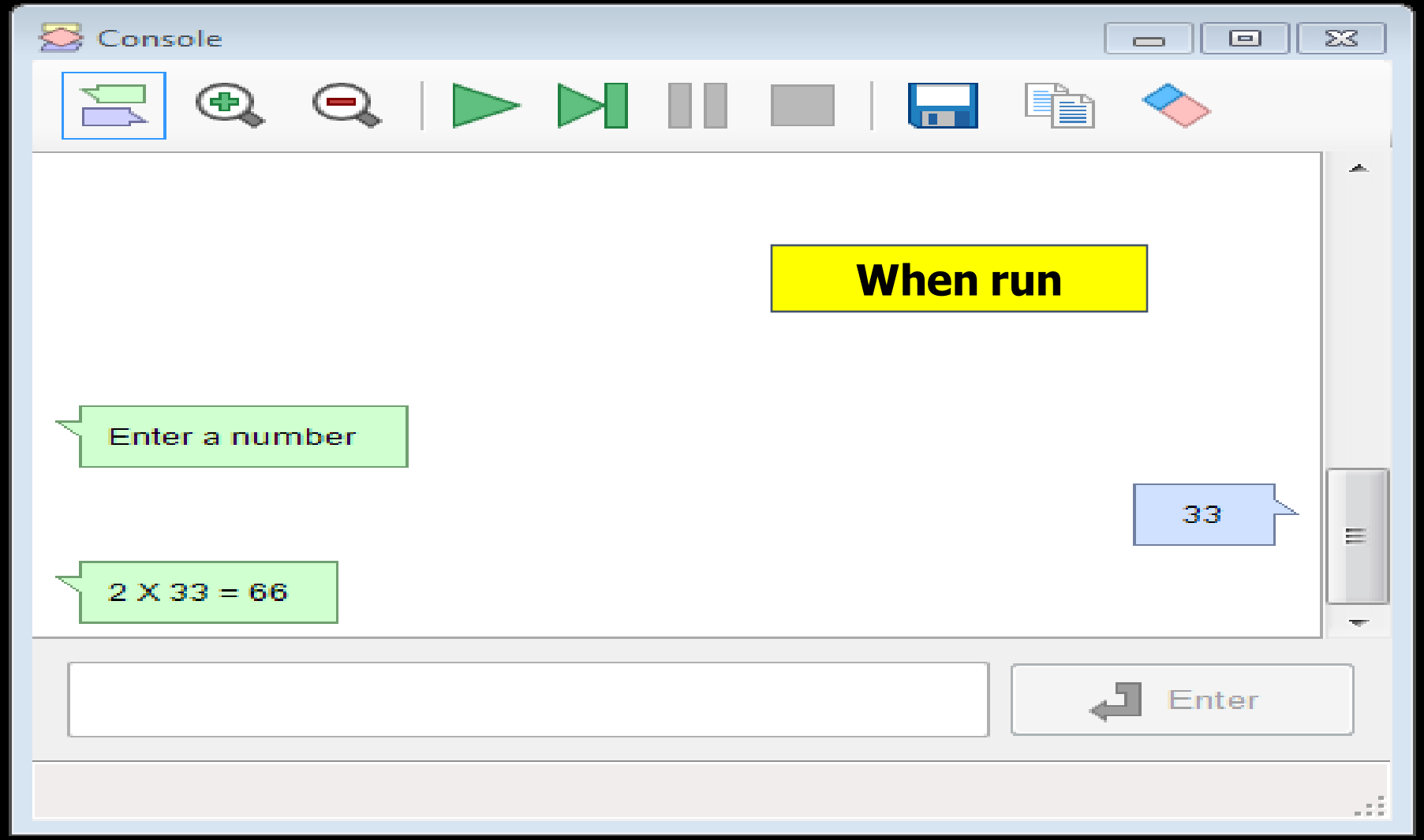
```
Function Real captureInput()
   Declare String data
   Declare Real numberInput
   Display “Enter a number”
   Input data
   numberInput = stringToReal(data)
   Return numberInput
End Function
```

Data Conversion - stringToReal(data)

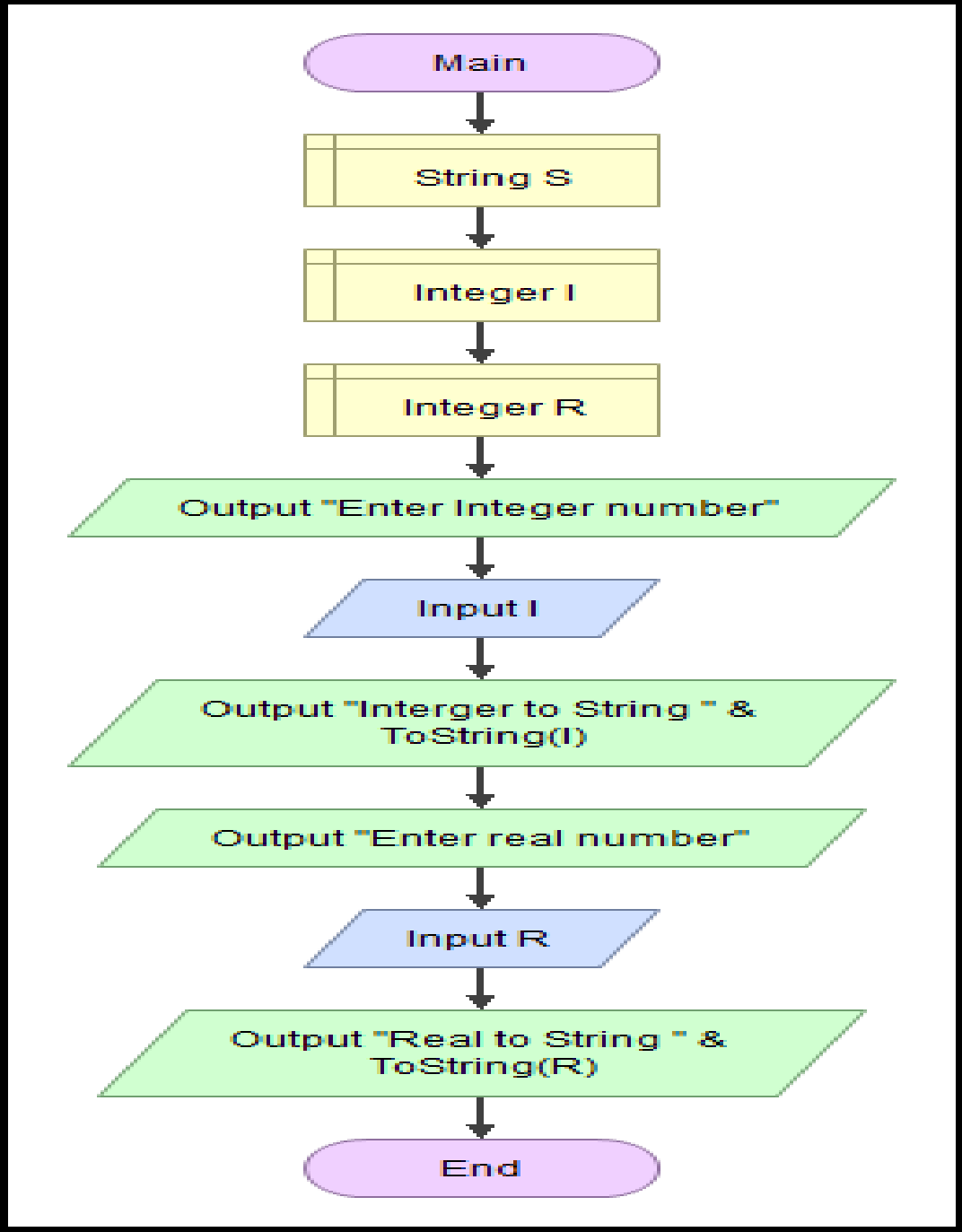




Data Conversion - stringToReal(data)



Data Conversion - ToString(data)



Functions – Accepts and Display String

- Can also accept data
  - Just like modules
- Will create a function called print() to:
  - Accept a String
  - Display the String
  - Return the String "Did it"

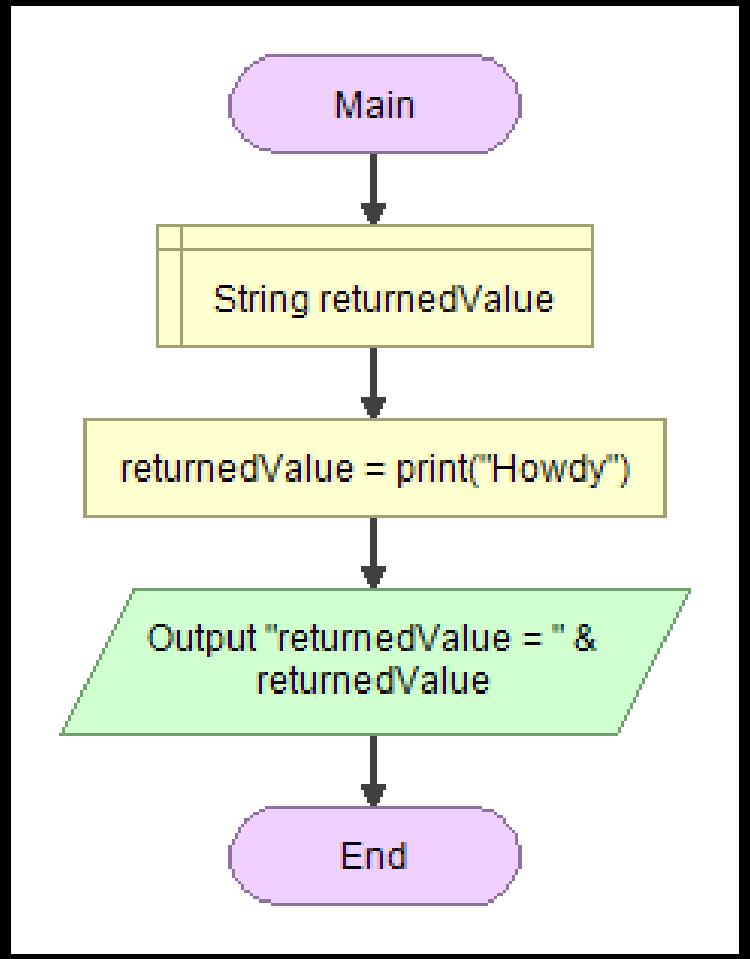
Functions : Scenario

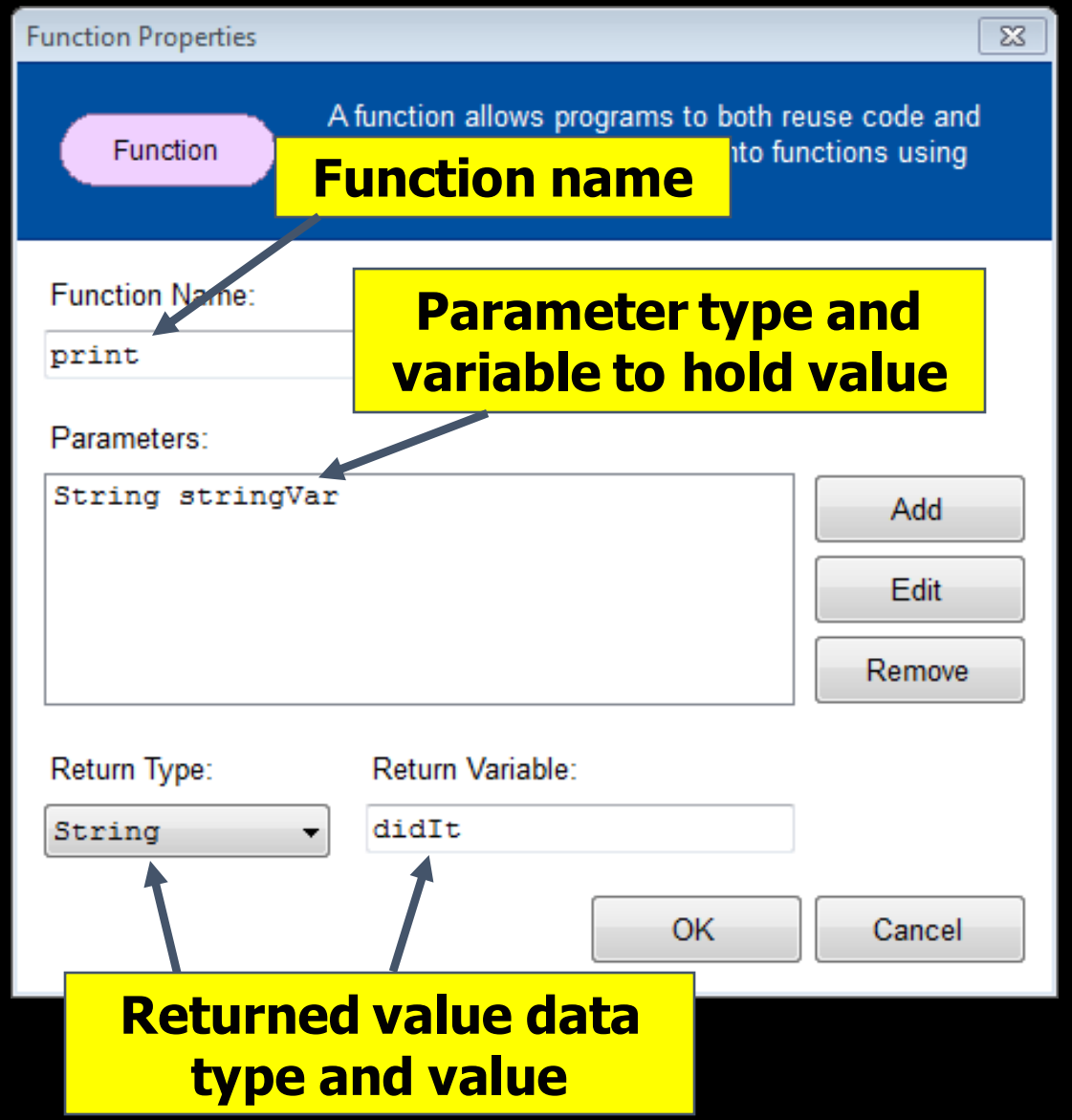
- main() will:
  - Call print() and pass the String "Howdy"
  - Store the String passed back by print in a variable called returnedValue
  - Display the text "returnedValue = " and the value of the variable returnedValue

Algorithm

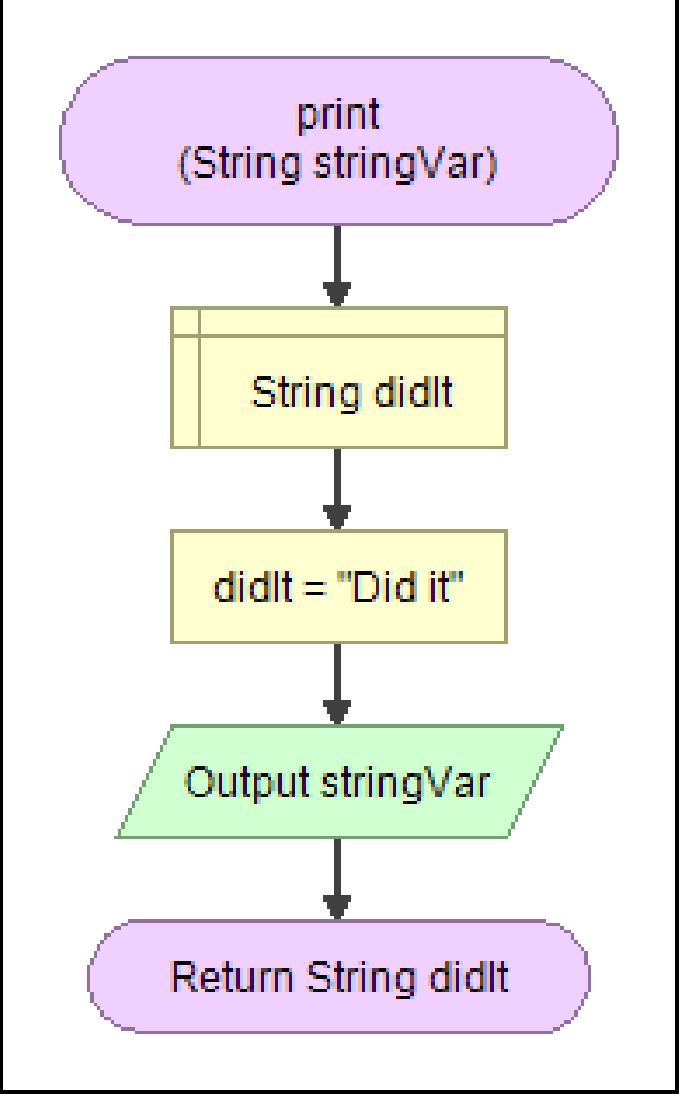
```
Function String print(String stringVar)
        Display stringVar
        Return "Did it"
End Function


Module main()
        Declare String returnedValue
        returnedValue  = print("Howdy")
        Display "returnedValue = ", returnedValue
End Module
```

Flowgorithm Functions

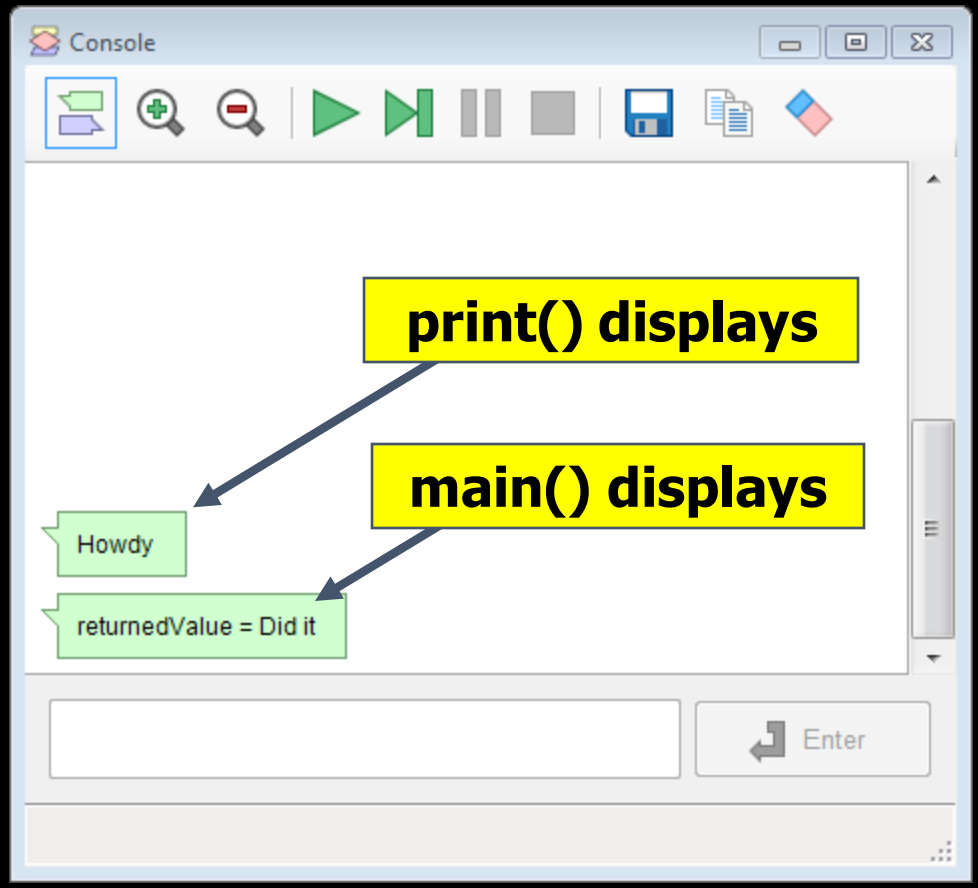




Flowgorithm Functions



When run



Dice Game

- How about creating a dice game
  - Ask user if they want to play
  - If yes, generate 2 random numbers between 1 and 6 to represent the user's and computer's dice roll
  - Print out numbers and message saying who won (who got the higher number) or if it was a tie
  - Ask the user if they want to play again

Dice Game

- What's the algorithm?

Dice game algorithm

```
Do you want to play: Y/N
Y
You got a 3 I got a 5
I won
Do you want to play again: Y/N
Y
You got a 6 I got a 1
You won
Do you want to play again: Y/N
Y
You got a 3 I got a 4
I won
Do you want to play again: Y/N
N
```

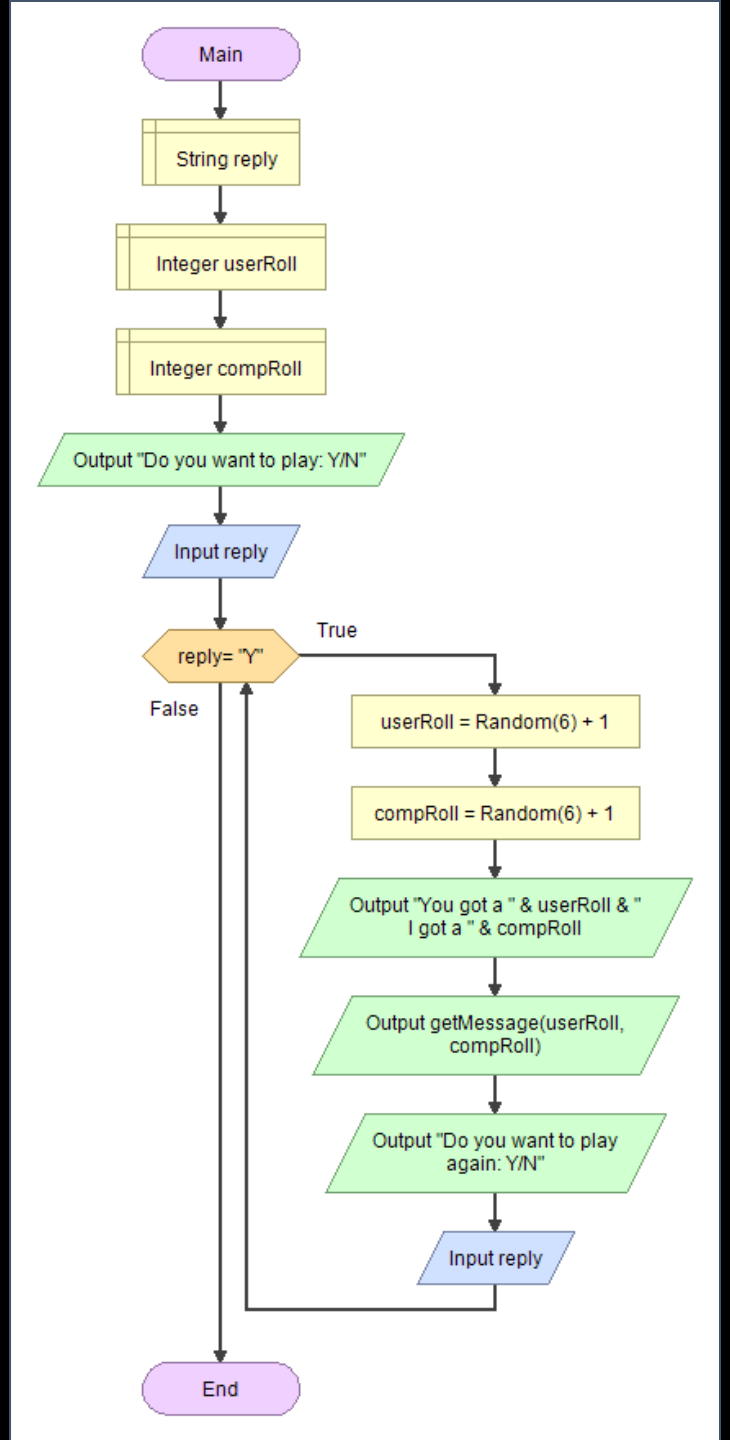
Dice Game-Using Function

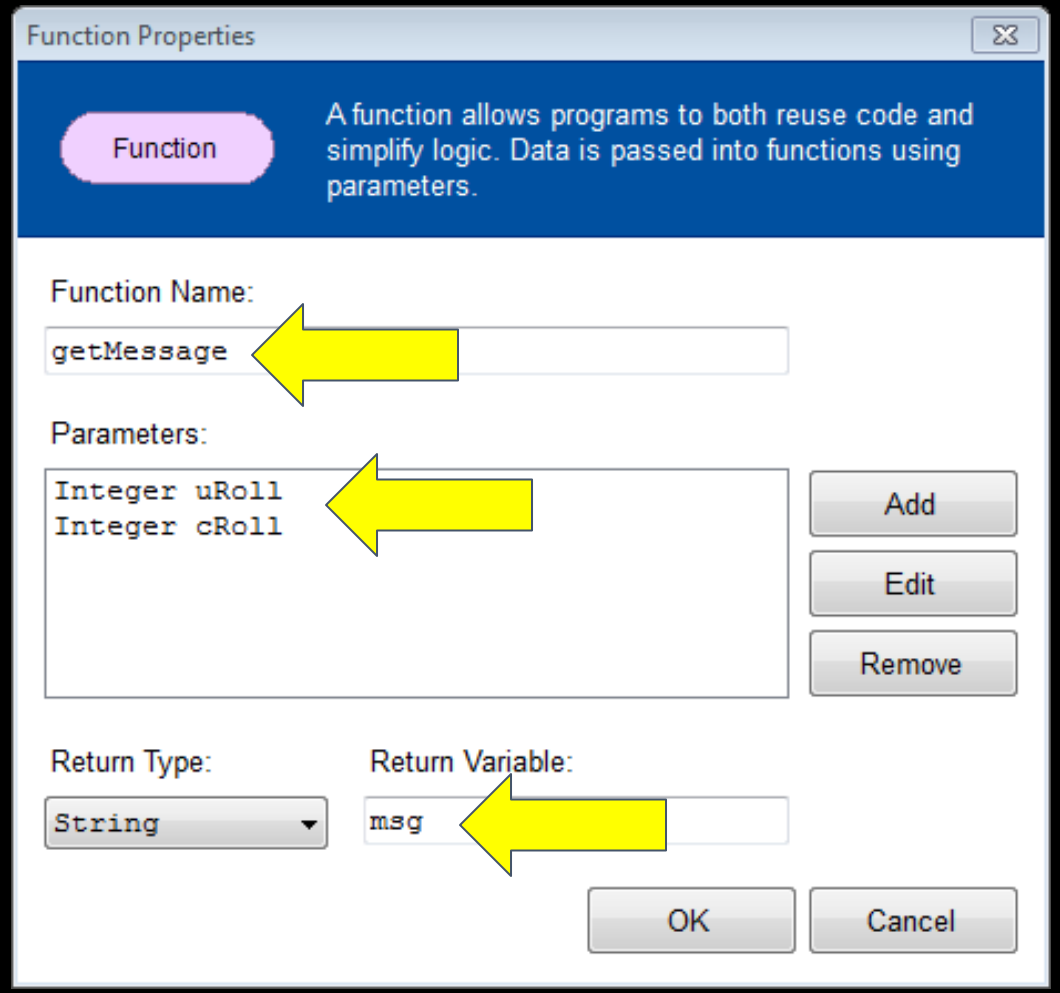
- Then an additional requirement is added to create a function called getMessage
- getMessage will
  - Accept the two dice rolls
  - Generate the correct message
  - Return the message

Dice Game - Random(n)

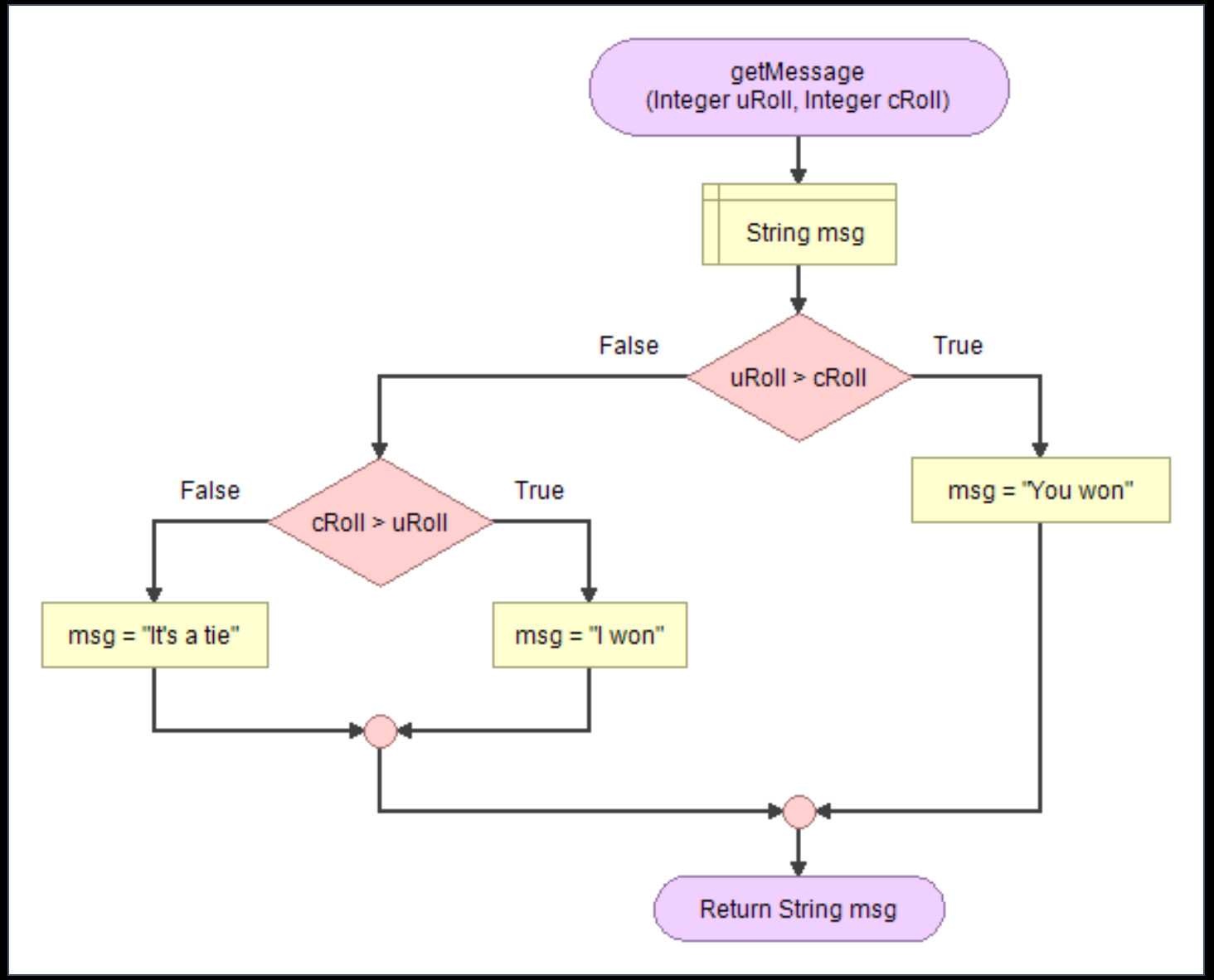
- Generate the Flowgorithm flowchart
  - Random(6) returns a number between 0 and 5
    - So need to add 1 to returned number to get values of 1 through 6

Dice Game Example

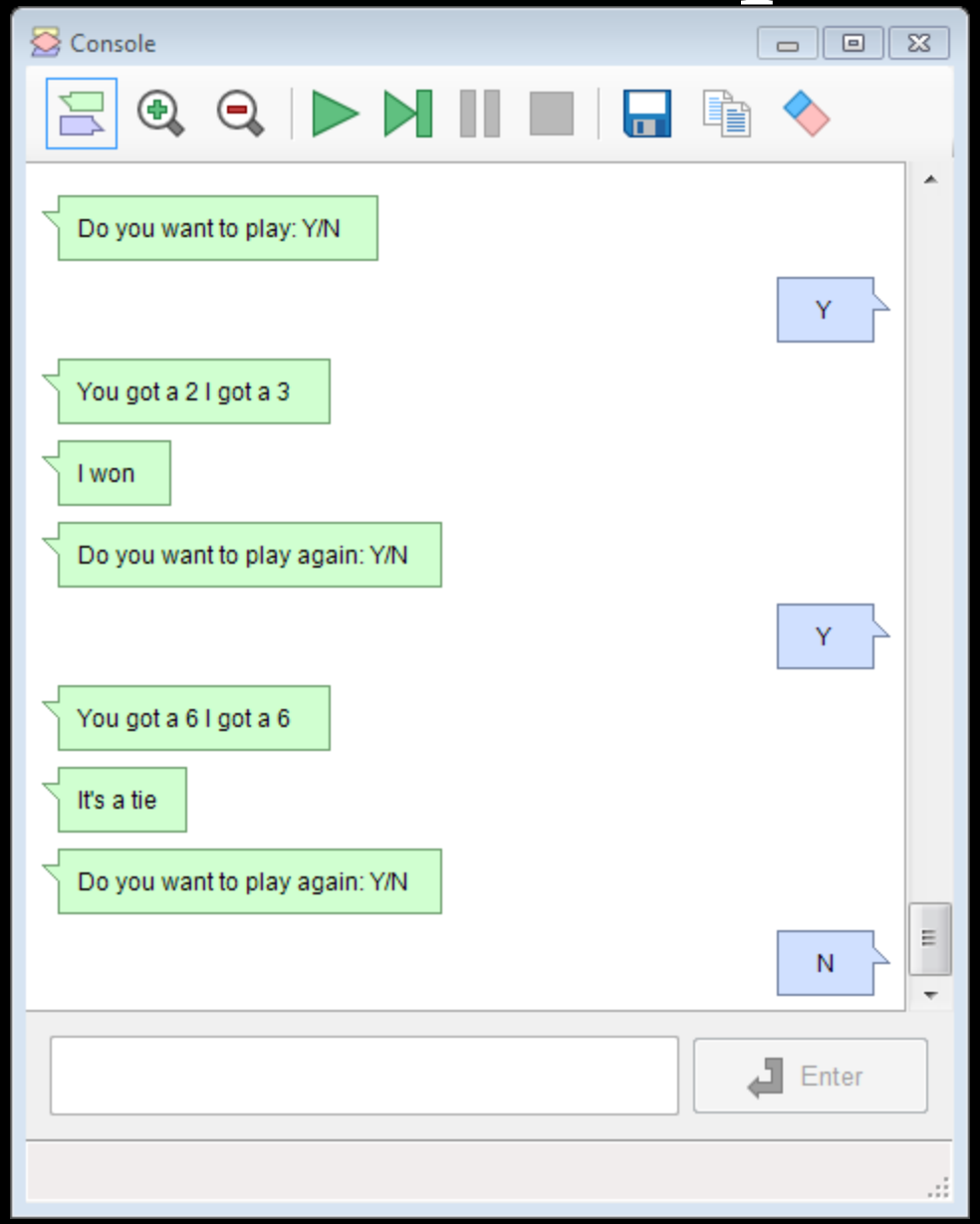




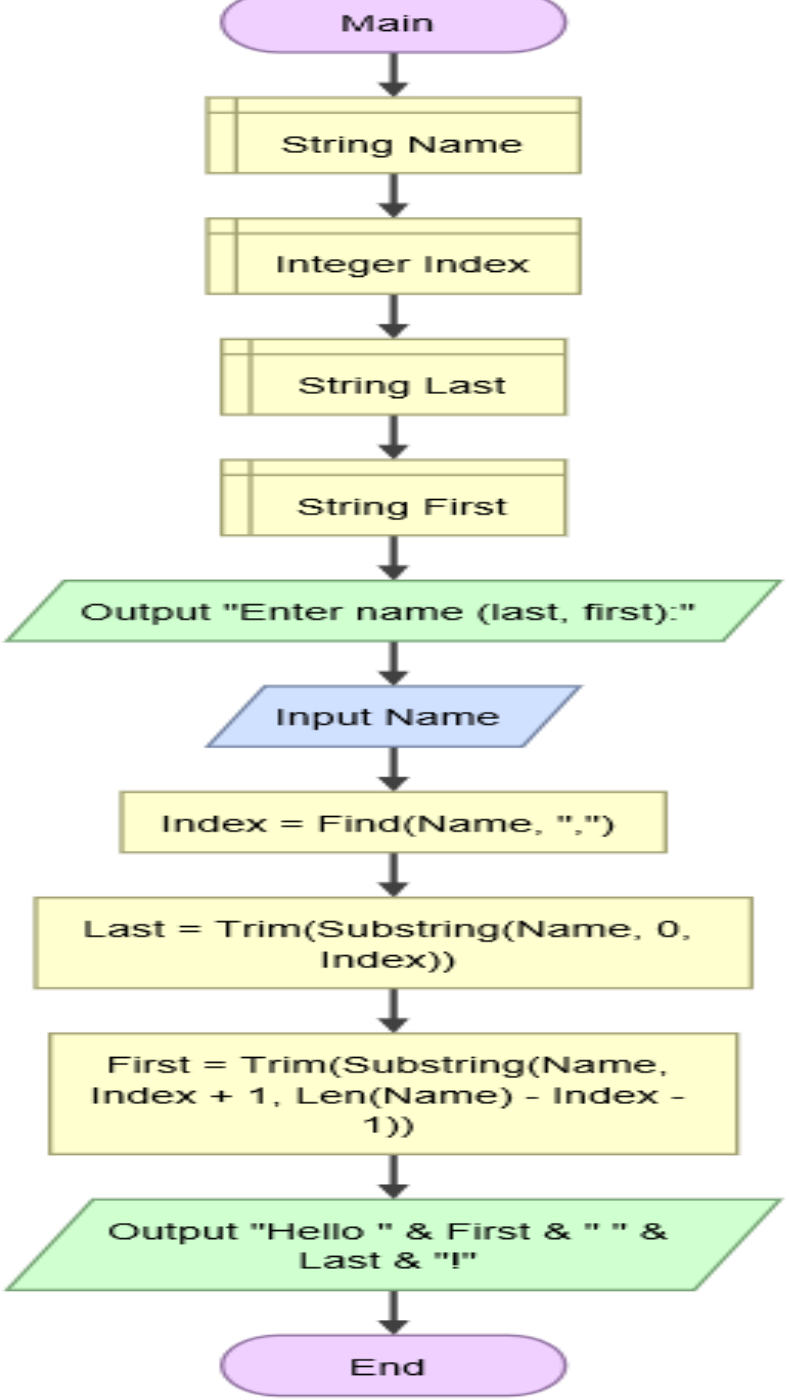
Dice Game Example

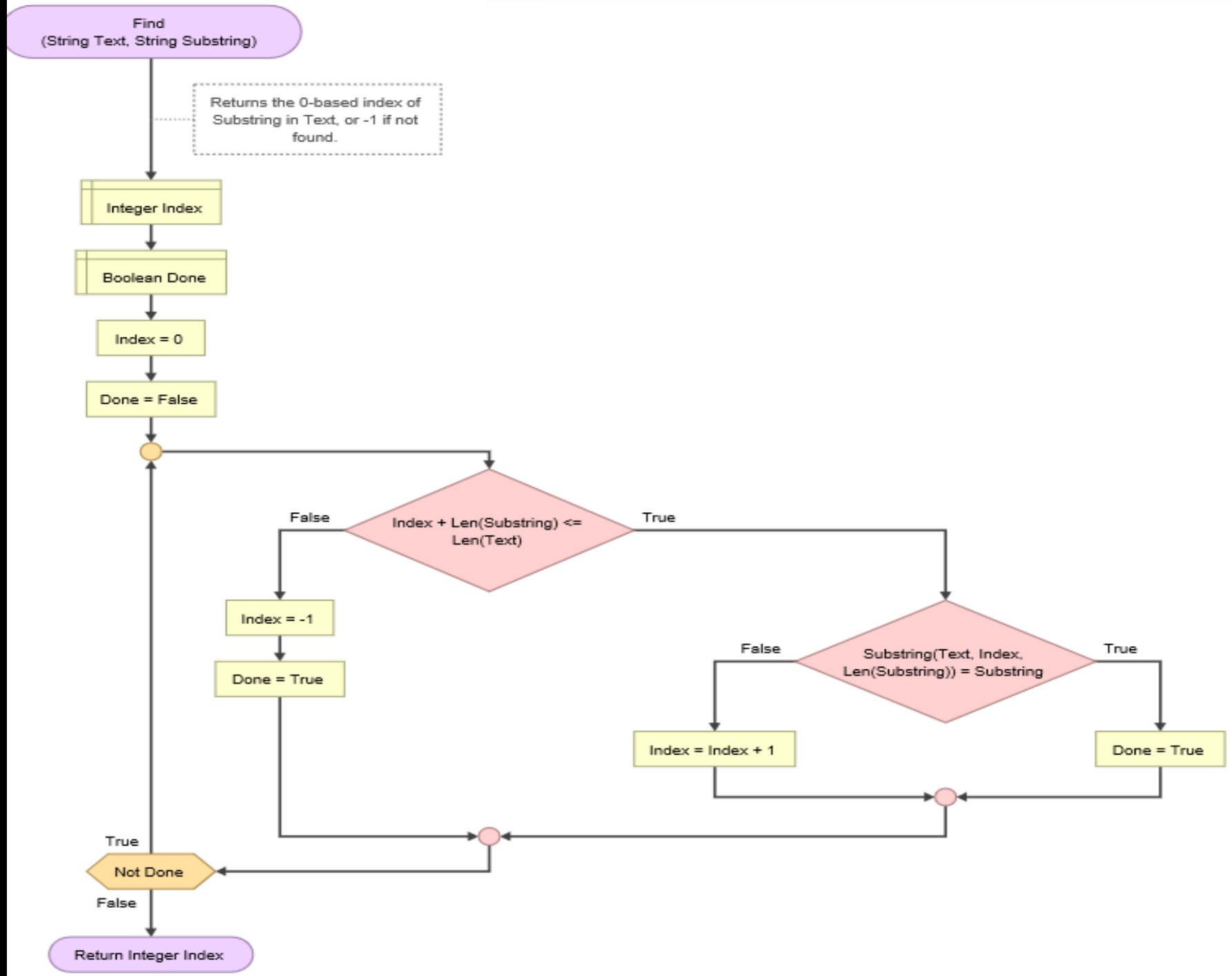


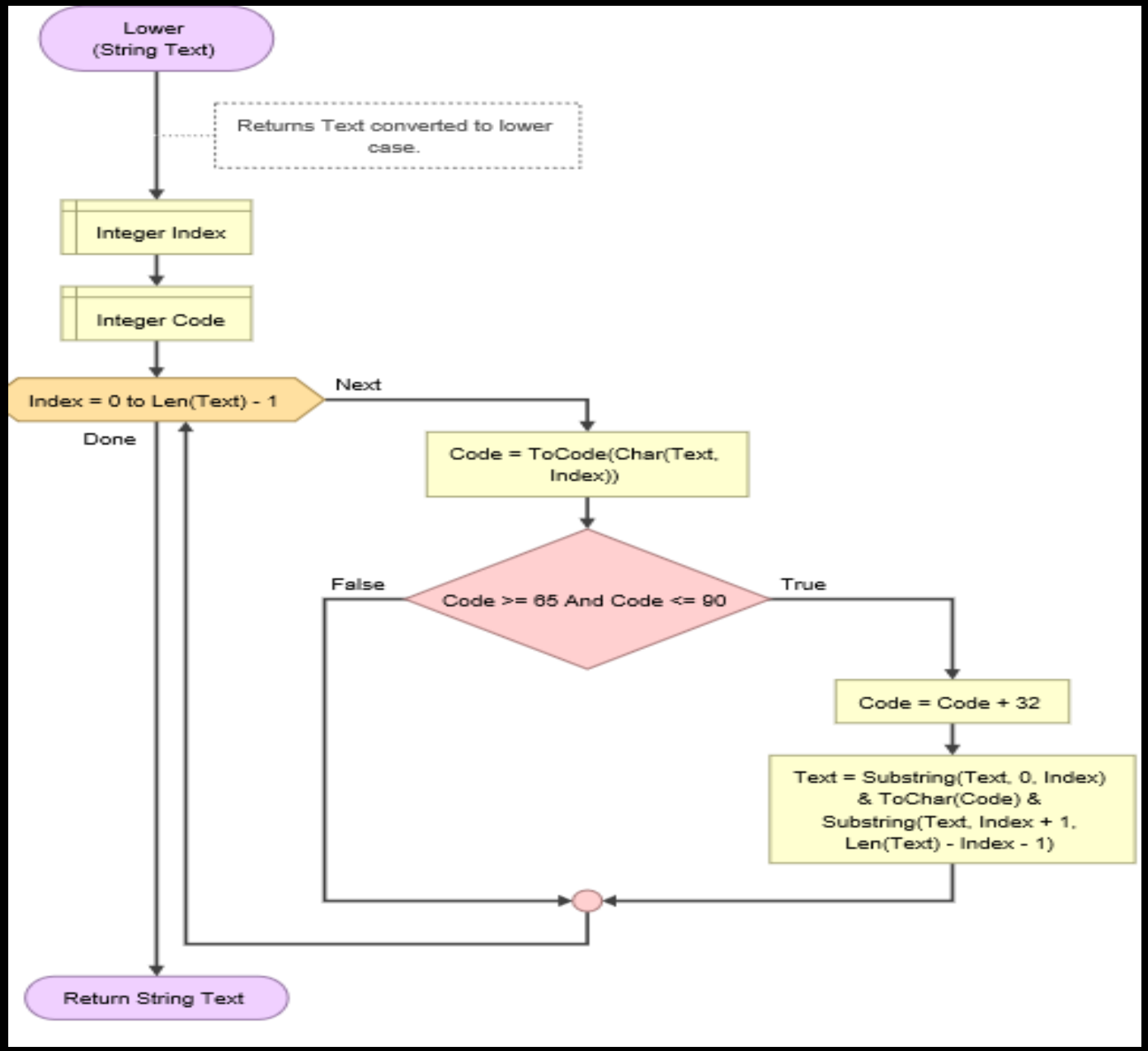
Dice Game Example When Run

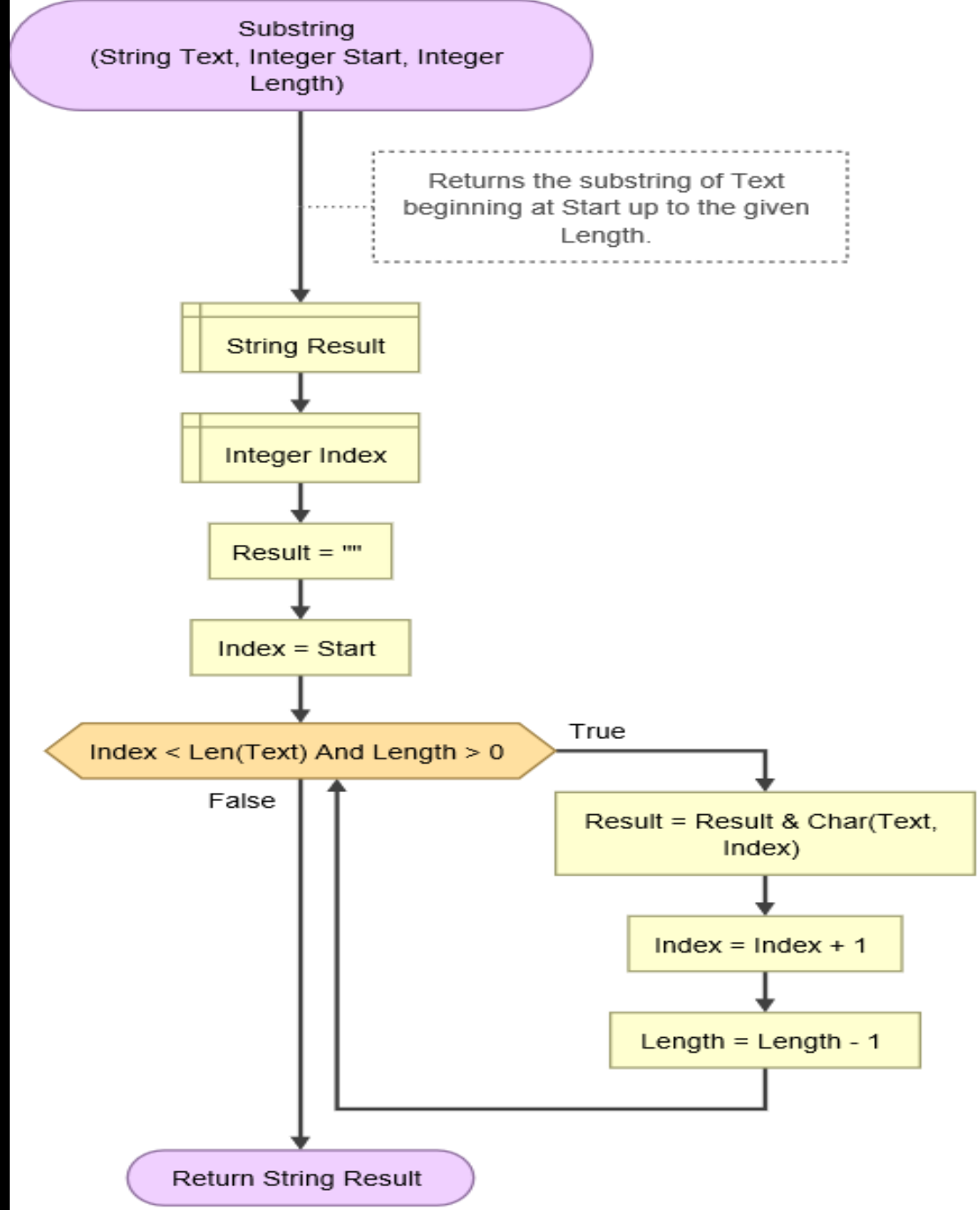


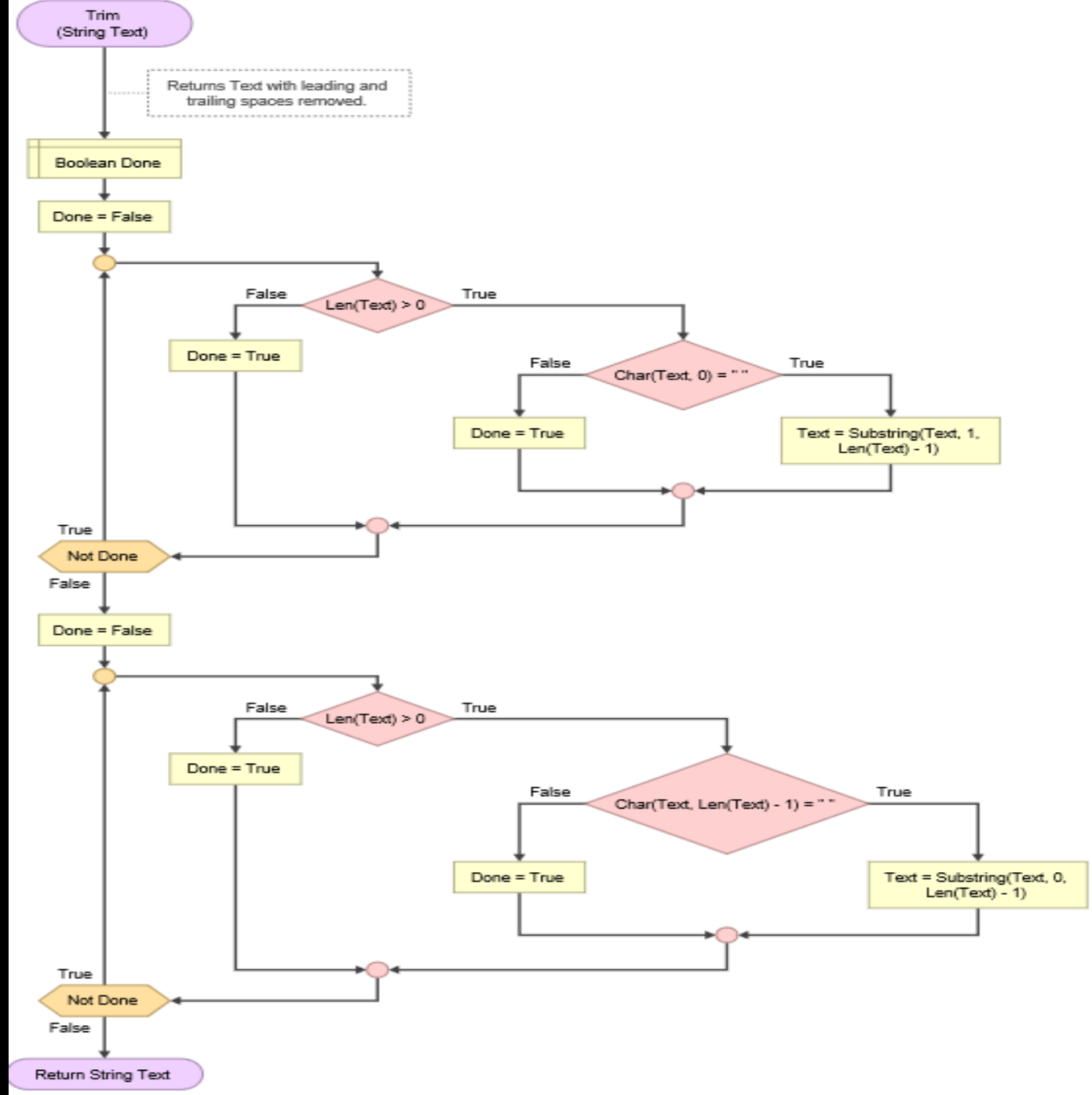
Other Functions

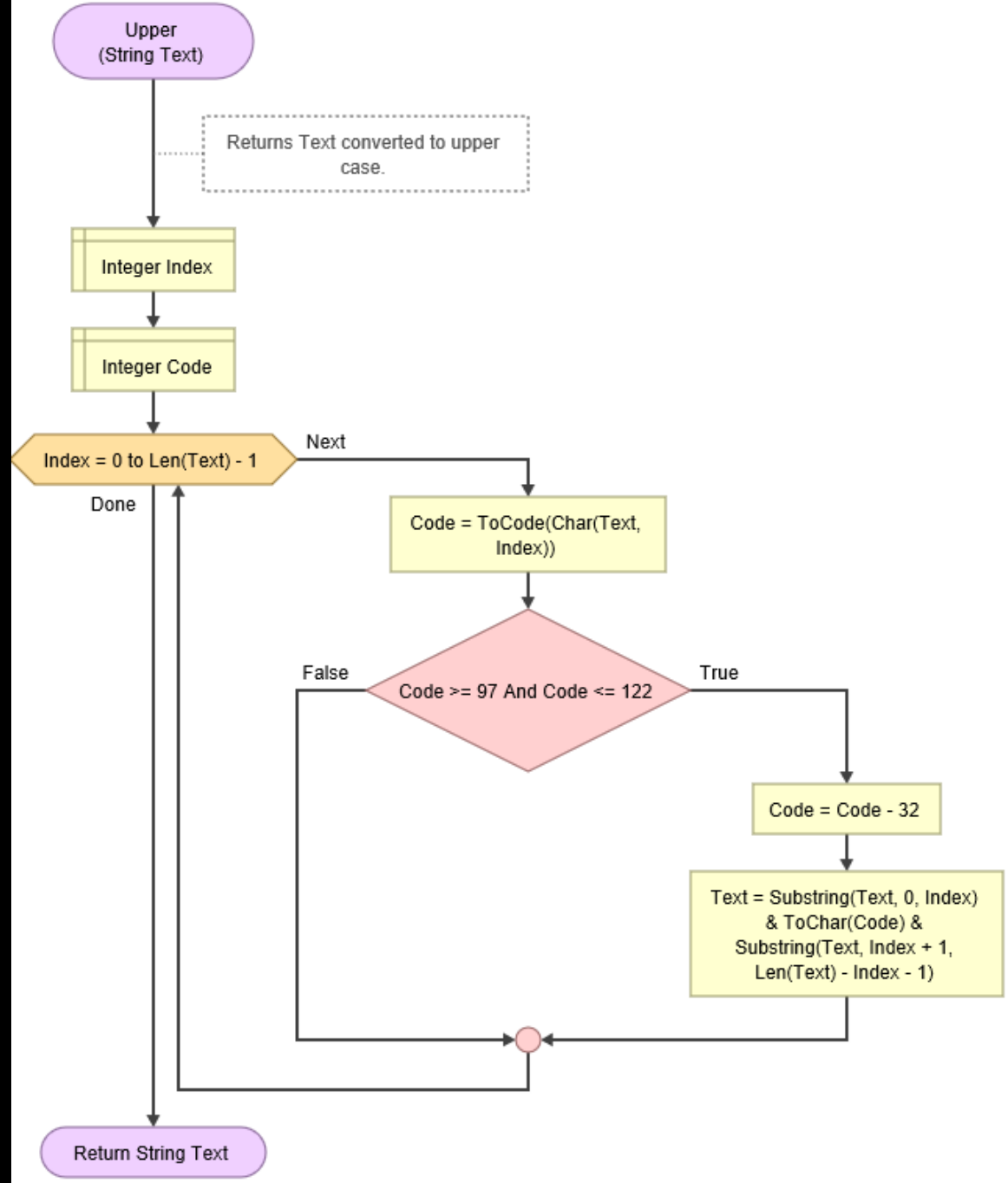

Main
String Name
Integer Index
String Last
String First
Output "Enter name (last, first):"
Input Name
Index = Find(Name, ",")
Last = Trim(Substring(Name, 0, Index))
First = Trim(Substring(Name, Index + 1, Len(Name) - Index - 1))
Output "Hello " & First & " " & Last & "!"
End


Find
(String Text, String Substring)
Returns the 0-based index of Substring in Text, or -1 if not found.
Integer Index
Boolean Done
Index = 0
Done = False
Index + Len(Substring) <= Len(Text)
False
True
Index = -1
Done = True
Substring(Text, Index, Len(Substring)) = Substring
False
True
Index = Index + 1
Done = True
Not Done
True
False
Return Integer Index


Lower
(String Text)
Returns Text converted to lower case.
Integer Index
Integer Code
Index = 0 to Len(Text) - 1
Next
Done
Code = ToCode(Char(Text, Index))
False
Code >= 65 And Code <= 90
True
Code = Code + 32
Text = Substring(Text, 0, Index) & ToChar(Code) & Substring(Text, Index + 1, Len(Text) - Index - 1)
Return String Text


Substring
(String Text, Integer Start, Integer Length)
Returns the substring of Text beginning at Start up to the given Length.
String Result
Integer Index
Result = ""
Index = Start
Index < Len(Text) And Length > 0
True
False
Result = Result & Char(Text, Index)
Index = Index + 1
Length = Length - 1
Return String Result


Trim
(String Text)
Returns Text with leading and trailing spaces removed.
Boolean Done
Done = False
False
Len(Text) > 0
True
Done = True
False
Char(Text, 0) = " "
True
Done = True
Text = Substring(Text, 1, Len(Text) - 1)
True
Not Done
False
Done = False
False
Len(Text) > 0
True
Done = True
False
Char(Text, Len(Text) - 1) = " "
True
Done = True
Text = Substring(Text, 0, Len(Text) - 1)
True
Not Done
False
Return String Text


Upper
(String Text)
Returns Text converted to upper case.
Integer Index
Integer Code
Index = 0 to Len(Text) - 1
Next
Done
Code = ToCode(Char(Text, Index))
False
Code >= 97 And Code <= 122
True
Code = Code - 32
Text = Substring(Text, 0, Index) & ToChar(Code) & Substring(Text, Index + 1, Len(Text) - Index - 1)
Return String Text

Thank You