# **String Handling Lab**

# **Lab 1: Initializing Strings**

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = "Helmet";
string desc = new("A large size gray helmet");
string astericks = new('*', 40);

Console.WriteLine(name);
Console.WriteLine(desc);
Console.WriteLine(astericks);
```

## **Try It Out**

Run the application and view the output.

# Lab 2: Immutability

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name1 = "10 speed ";
string name2 = "bicycle";

// Performing concatentation creates
// a new area in memory for 'name2' and the old
// memory space occupied by 'name1'
// is marked to be released
name1 = name1 + name2;

Console.WriteLine(name1);
```

#### **Try It Out**

# **Lab 3: String Properties**

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = "10 speed bicycle";
Console.WriteLine(name.Length);
```

#### **Try It Out**

Run the application and view the output.

#### Index a String

Add the following code at the end of the **Program.cs** file.

```
Console.WriteLine(name[3]);
```

## **Try It Out**

Run the application and view the output.

#### **Use the Range Operator**

Add the following code at the end of the **Program.cs** file to use the **Range** operator.

```
Console.WriteLine(name[3..8]);
```

#### **Try It Out**

Run the application and view the output.

# **Lab 4: Compare Method**

```
string name = "10 speed bicycle";
int result = String.Compare(name, "10 speed bicycle");

// The two parameters will sort in the same position
Console.WriteLine(result); // Result = 0
```

Run the application and view the output.

## **Compare with One Less Character**

Remove the 'e' from the end of 'bicycle'.

```
string name = "10 speed bicycle";
int result = String.Compare(name, "10 speed bicycl");
// 'name' follows 2nd parameter when sorting
Console.WriteLine(result); // Result = 1
```

## **Try It Out**

Run the application and view the output.

#### **Compare with More Characters**

Change the value in the Compare() method to the string in bold.

```
string name = "10 speed bicycle";
int result = String.Compare(name, "10 speed bicycle 123");

// 'name' precedes 2nd parameter when sorting
Console.WriteLine(result); // Result = -1
```

#### Try It Out

# **Lab 5: Substring Method**

## **Substring Method**

Open the **Program.cs** file and replace the entire contents of the file with the following code.

0 = Where to start

7 = Total number of characters to retrieve

```
string name = "10 Speed Bicycle";
Console.WriteLine(name.Substring(0, 7));
```

#### **Try It Out**

Run the application and view the output.

## **Use the Range Operator**

Change the code in the Console.WriteLine() to the code below to achieve the same results as above.

```
string name = "10 Speed Bicycle";
Console.WriteLine(name[..8]);
```

#### **Try It Out**

Run the application and view the output.

#### Use the Substring() Method

Change the code in the Console.WriteLine() to the code below to return the string 'Bicycle'.

```
string name = "10 Speed Bicycle";
Console.WriteLine(name.Substring(9));
```

Run the application and view the output.

#### **Use the Range Operator**

Change the code in the Console. WriteLine() to view the same string 'Bicycle'.

```
string name = "10 Speed Bicycle";
Console.WriteLine(name[9..]);
```

#### **Try It Out**

Run the application and view the output.

# Lab 6: Methods to See if Something Exists in a String

#### **Contains Method**

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = "10 speed bicycle";
bool result = name.Contains("10 speed");
Console.WriteLine(result);
```

## Try It Out

Run the application and view the output.

#### **EndsWith Method**

```
string name = "10 speed bicycle";
bool result = name.EndsWith("cycle");
Console.WriteLine(result);
```

Run the application and view the output.

#### StartsWith Method

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = "10 speed bicycle";
bool result = name.StartsWith("10");
Console.WriteLine(result);
```

#### Try It Out

Run the application and view the output.

## Use the IsNullOrEmpty() Method

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = "";
bool result = String.IsNullOrEmpty(name);
Console.WriteLine(result);
```

#### **Try It Out**

Run the application and view the output.

## Use the IsNullOrWhiteSpace() Method

```
string name = " "; // THERE IS A SINGLE SPACE IN HERE
bool result = String.IsNullOrWhiteSpace(name);
Console.WriteLine(result);
```

Run the application and view the output.

# Lab 7: Methods to Locate a Position in a String

#### Use the IndexOf() Method

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = "10 speed bicycle";
int result = name.IndexOf("bicycle");
Console.WriteLine(result);
```

#### **Try It Out**

Run the application and view the output.

#### Use the LastIndexOf() Method

```
string name = "10 speed bicycle, 10 speed mountain bike";
int result = name.LastIndexOf("speed");
Console.WriteLine(result);
```

Run the application and view the output.

# **Lab 8: Strings and Arrays**

### Use the Split() Method

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = "10 Speed Bicycle";
string[] arr = name.Split(" ");
for (int index = 0; index < arr.Length; index++) {
   Console.WriteLine(arr[index]);
}</pre>
```

#### **Try It Out**

Run the application and view the output.

#### Use the Join() Method

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string[] arr = { "10", "Speed", "Bicycle" };
string name = String.Join(" ", arr);
Console.WriteLine(name);
```

## **Try It Out**

# **Lab 8: Changing Strings**

#### **Use the Format() Method**

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = "{0} speed bicycle {1}";
string result = String.Format(name, "10", "(Blue)");
Console.WriteLine(result);
```

#### **Try It Out**

Run the application and view the output.

#### Use the ToLower() Method

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = "10 Speed Bicycle";
Console.WriteLine(name.ToLower());
```

## Try It Out

Run the application and view the output.

#### Use the ToUpper() Method

Change the ToLower() to ToUpper().

```
string name = "10 Speed Bicycle";
Console.WriteLine(name.ToUpper());
```

# **Try It Out**

## Use the Trim() Method

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = " 10 Speed Bicycle ";

Console.WriteLine(name);
Console.WriteLine(name.Length);

name = name.Trim();

Console.WriteLine();
Console.WriteLine(name);
Console.WriteLine(name);
```

#### **Try It Out**

Run the application and view the output.

#### Use the TrimEnd() Method

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = " 10 Speed Bicycle ";

Console.WriteLine(name);
Console.WriteLine(name.Length);

name = name.TrimEnd();

Console.WriteLine();
Console.WriteLine(name);
Console.WriteLine(name);
```

## **Try It Out**

Run the application and view the output.

## Use the TrimStart() Method

```
string name = " 10 Speed Bicycle ";

Console.WriteLine(name);
Console.WriteLine(name.Length);

name = name.TrimStart();

Console.WriteLine();
Console.WriteLine(name);
Console.WriteLine(name);
```

Run the application and view the output.

# Lab 9: Escape Sequences

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string name = "10 Speed Bicycle \"Blue\"";
Console.WriteLine(name);
```

## **Try It Out**

Run the application and view the output.

#### Use the \n Escape Sequence

Modify the *name* variable

```
string name = "10 Speed Bicycle \nBlue";
```

## Try It Out

Run the application and view the output.

#### Use the \t Escape Sequence

Modify the *name* variable

```
string name = "10\tSpeed\tBicycle\t\"Blue\"";
```

Run the application and view the output.

#### Use the \\ Escape Sequence

Modify the *name* variable so it looks like a path and file name.

```
string name = "D:\\Samples\\Test.txt";
```

#### **Try It Out**

Run the application and view the output.

# **Lab 10: Verbatim String Literals**

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
string fileName = @"D:\Samples\Test.txt";
Console.WriteLine(fileName);
string value = @"D:\nTest\t";
Console.WriteLine(value);
```

# **Try It Out**

Run the application and view the output.

#### **Multi-Line String Literal**

```
string desc = @"This 10 speed bicycle has excellent
  qualities and was built for the road. Come try this
    fantastic 10 speed bike today.";

Console.WriteLine(desc);
```

Run the application and view the output.

# **Lab 11: String Interpolation**

Open the **Program.cs** file and replace the entire contents of the file with the following code.

```
int id = 1;
string name = "Bicycle";
string result = $"ID = {id}, Name='{name}'";
Console.WriteLine(result);
```

#### **Try It Out**

Run the application and view the output.

# Lab 12: StringBuilder Class

```
using System.Text;
StringBuilder sb = new(1024);
sb.Append("Helmet");
sb.AppendLine(" - 1");
sb.AppendFormat("{0} - {1}", "10 Speed Bicycle", 2);
Console.WriteLine(sb.ToString());
```