

Working with Strings in Python

Overview of (object) data types in Python

Name	Type	Description
Integers	int	Whole numbers, such as: 3 300 200
Floating point	float	Numbers with a decimal point: 2.3 4.6 100.0
Strings	str	Ordered sequence of characters: "hello" 'Sammy' "2000" "楽しい"
Lists	list	Ordered sequence of objects: [10,"hello",200.3]
Dictionaries	dict	Unordered Key:Value pairs: {"mykey" : "value" , "name" : "Frankie"}
Tuples	tup	Ordered immutable sequence of objects: (10,"hello",200.3)
Sets	set	Unordered collection of unique objects: {"a","b"}
Booleans	bool	Logical value indicating True or False

Strings

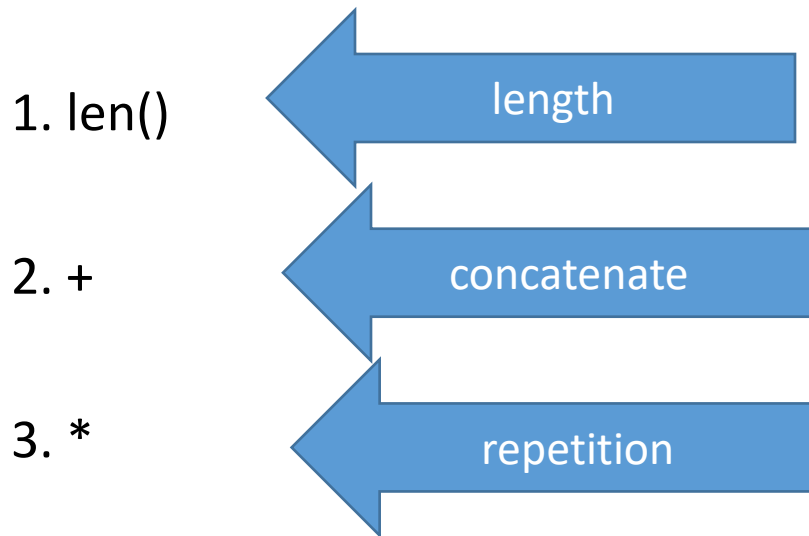
- The next major build-in type is the Python **STRING** -
-- an **ordered** collection of characters to store and represent text-based information
- Python strings are categorized as *immutable sequences* --- meaning they have a **left-to-right order** (sequence) and *cannot be changed in place* (immutable)
- This definition of immutable sequences is sufficient for now. You will learn more from examples.

Single- and Double-Quoted

- Single- and Double-Quoted strings **are the same**
>>> 'Hello World' , "Hello World"
- The reason for including both is that it **allows** you to **embed a quote character** of the other inside a string
>>> "knight's" , 'knight"s'

Strings in Action

- **Basic operations:**



len()

- The len build-in function returns the length of strings

```
>>> len('abc')
```



```
>>> a='abc'
```

```
>>> len(a)
```



- Adding two string objects creates a new string object

```
>>> 'abc' + 'def'
```

```
>>> a='Hello'
```

```
>>> b='World'
```

```
>>> a + b
```

```
>>> a + ' ' + b
```

A blue rectangular box contains the text "Hello World with space". A large blue arrow originates from the box and points towards the expression `a + ' ' + b` in the code block above.

Hello World with
space

Concatenation of strings



- **Repetition** may seem a bit obscure at first, but it comes in handy in a surprising number of contexts
- For example, to **print a line of 80 dashes**
`>>> print '-' * 80`

Slices and Indexes

Indexes in slices

- Characters in a string are numbered with *indexes* starting at 0:

- Example:

```
name = "P. Wicks"
```

index	0	1	2	3	4	5	6	7
character	P	.		W	i	c	k	s

- Accessing an individual character of a string:

variableName [***index***]

- Example:

```
print name, "starts with", name[0]
```

Output:

```
P. Wicks starts with P
```

More examples on Index and slice

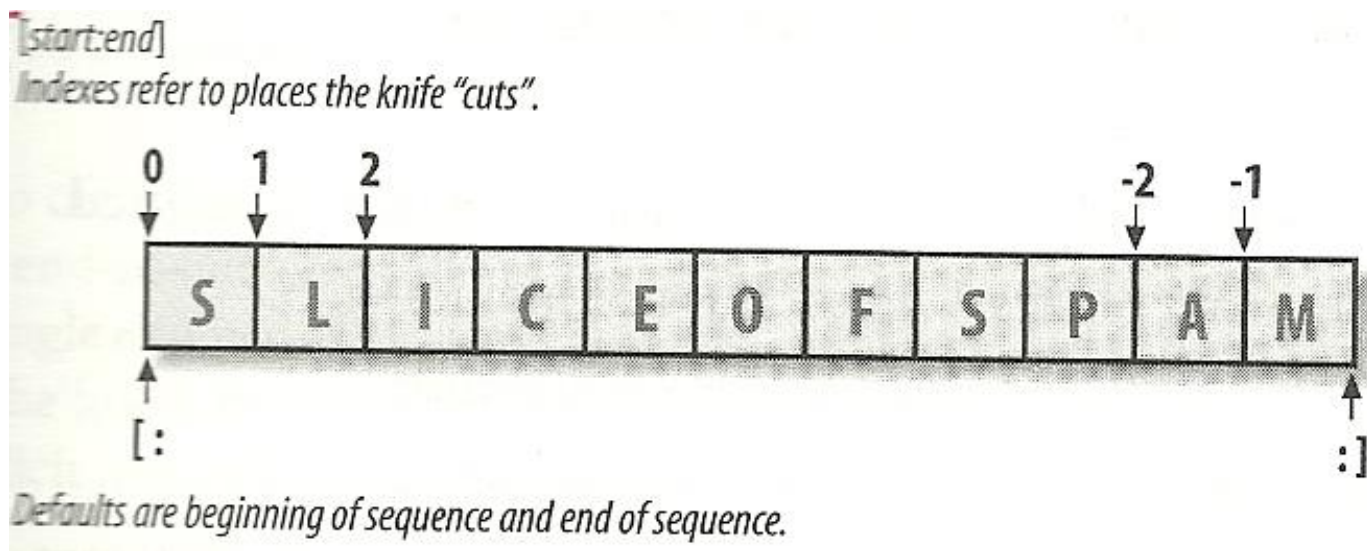
```
>>> aa="SLICEOFSPAM"
```

```
>>> aa[0], aa[-2]
```

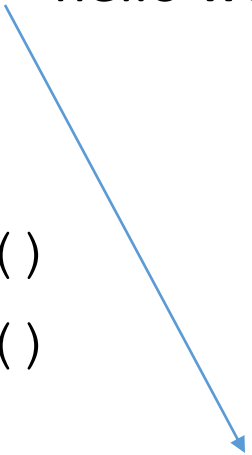
```
('S','A')
```

```
>>> aa[1:3], aa[1:], aa[:-1]
```

```
('LI', 'LICEOFSPAM', 'SLICEOFSPA')
```



String Methods: modifying and checking strings assigned to variables

- Assign a string to a variable
 - In this case `hw = 'hello world'`
 - `hw.title()`
 - **`hw.upper()`**
 - `hw.isdigit()`
 - `hw.islower()`
 - `dir(str)` lists out all the predefined methods of `str`
- 
- The string held in your variable remains the same
 - The method returns an altered string
 - Changing the variable **requires reassignment**
 - `hw = hw.upper()`
 - `hw` now equals "HELLO WORLD"

Substrings and Methods

```
>>> s = '012345'
>>> s[3]
'3'
>>> s[1:4]
'123'
>>> s[2:]
'2345'
>>> s[:4]
'0123'
>>> s[-2]
'4'
```

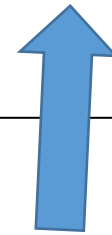
- **len**(String) – returns the number of characters in the String
- **str**(Object) – returns a String representation of the Object

```
>>> len(x)
6
>>> str(10.3)
'10.3'
```

String Literals: immutable and overloading

- Strings are *immutable*
- There is no char type like in C++ or Java
- + *is overloaded* to do concatenation

```
>>> x = 'hello'  
>>> x = x + ' there'  
>>> x  
'hello there'
```



Example

String Literals: Many Kinds

- Can use single or double quotes, and three double quotes for a multi-line string

```
>>> 'I am a string'
'I am a string'
>>> "So am I!"
'So am I!'
>>> s = """And me too!
though I am much longer
than the others :)"""
'And me too!\nthough I am much longer\nthan the others :)'
>>> print s
And me too!
though I am much longer
than the others :)'
```

String Formatting

- Similar to C's printf
- <formatted string> % <elements to insert>
- Can usually just use %s for everything, it will convert the object to its String representation.

```
>>> "One, %d, three" % 2
'One, 2, three'
>>> "%d, two, %s" % (1,3)
'1, two, 3'
>>> "%s two %s" % (1, 'three')
'1 two three'
>>>
```


Characters in strings and limitations on strings

- **string:** A sequence of text characters in a program.
 - Strings start and end with quotation mark " or apostrophe ' characters.
 - Examples:

```
"hello"  
"This is a string"  
"This, too, is a string.    It can be very long!"
```
- A string may not span across multiple lines or contain a " character.

```
"This is not  
a legal String."  
"This is not a "legal" String either."
```
- A string can represent characters by preceding them with a backslash.
 - \t tab character
 - **\n new line character**
 - \" quotation mark character
 - \\ backslash character
- Example:

```
"Hello\tthere\nHow are you?"
```

Examples of Strings

- `"hello"+"world"` `"helloworld"` # concatenation
 - `"hello"*3` `"hellohellohello"` # repetition
 - `"hello"[0]` `"h"` # indexing
 - `"hello"[-1]` `"o"` # (from end)
 - `"hello"[1:4]` `"ell"` # slicing
 - `"hello"[:2]` `"hl"` # slicing with step 2
 - `len("hello")` `5` # size
-
- `"hello" < "jello"` `1` # comparison
 - `"e" in "hello"` `1` # search
-
- New line: `"escapes: \n "`
 - Line continuation: `triple quotes '''`
 - Quotes: `'single quotes', "raw strings"`