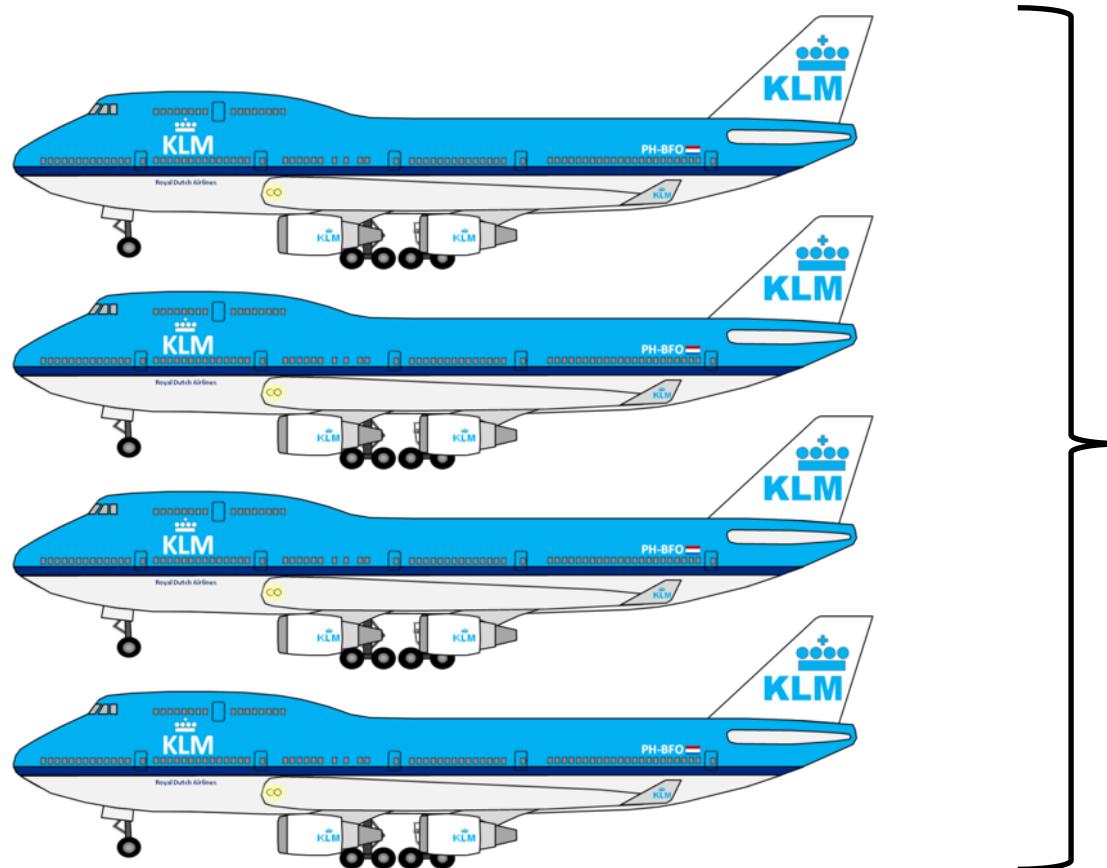


# Fake Medicine is a Problem

700,000 deaths a year from fake malaria and tuberculosis drugs [1]

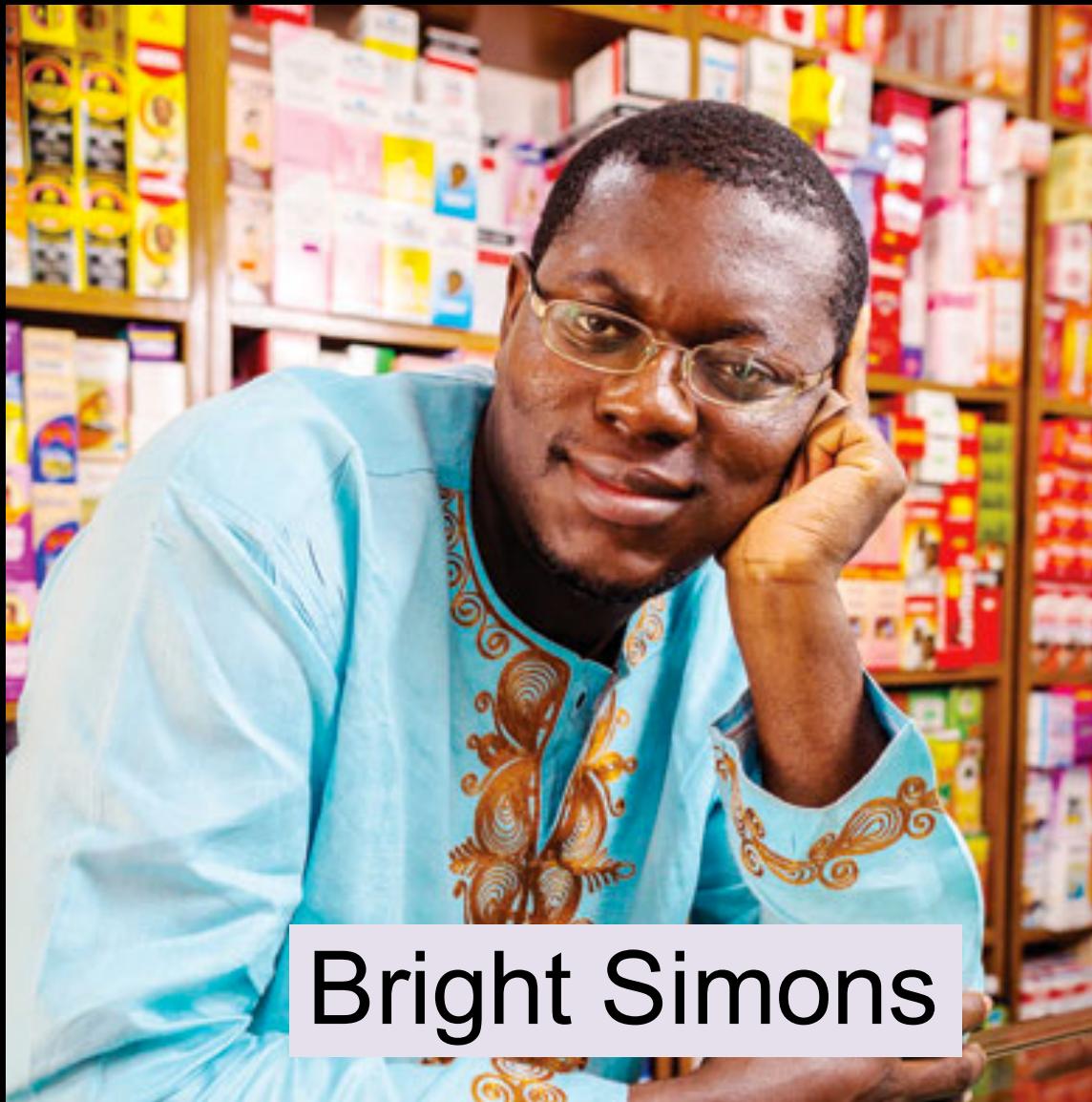


Equivalent of this  
many crashes per  
day

[1] <http://www.un.org/africarenewal/magazine/may-2013/counterfeit-drugs-raise-africa%E2%80%99s-temperature>



# Chris' Favorite Program



Bright Simons

Piech, CS106A, Stanford University



# Underlying Puzzle

Counterfeiter



You (Distributor)

User



# Underlying Puzzle

Counterfeiter



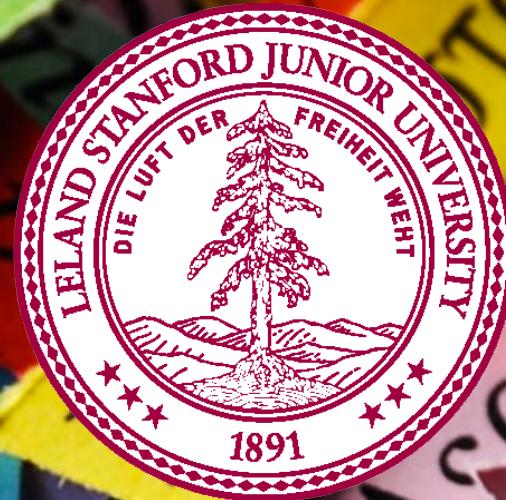
You (Distributor)



User



Revisit this on Wednesday



# Text Processing

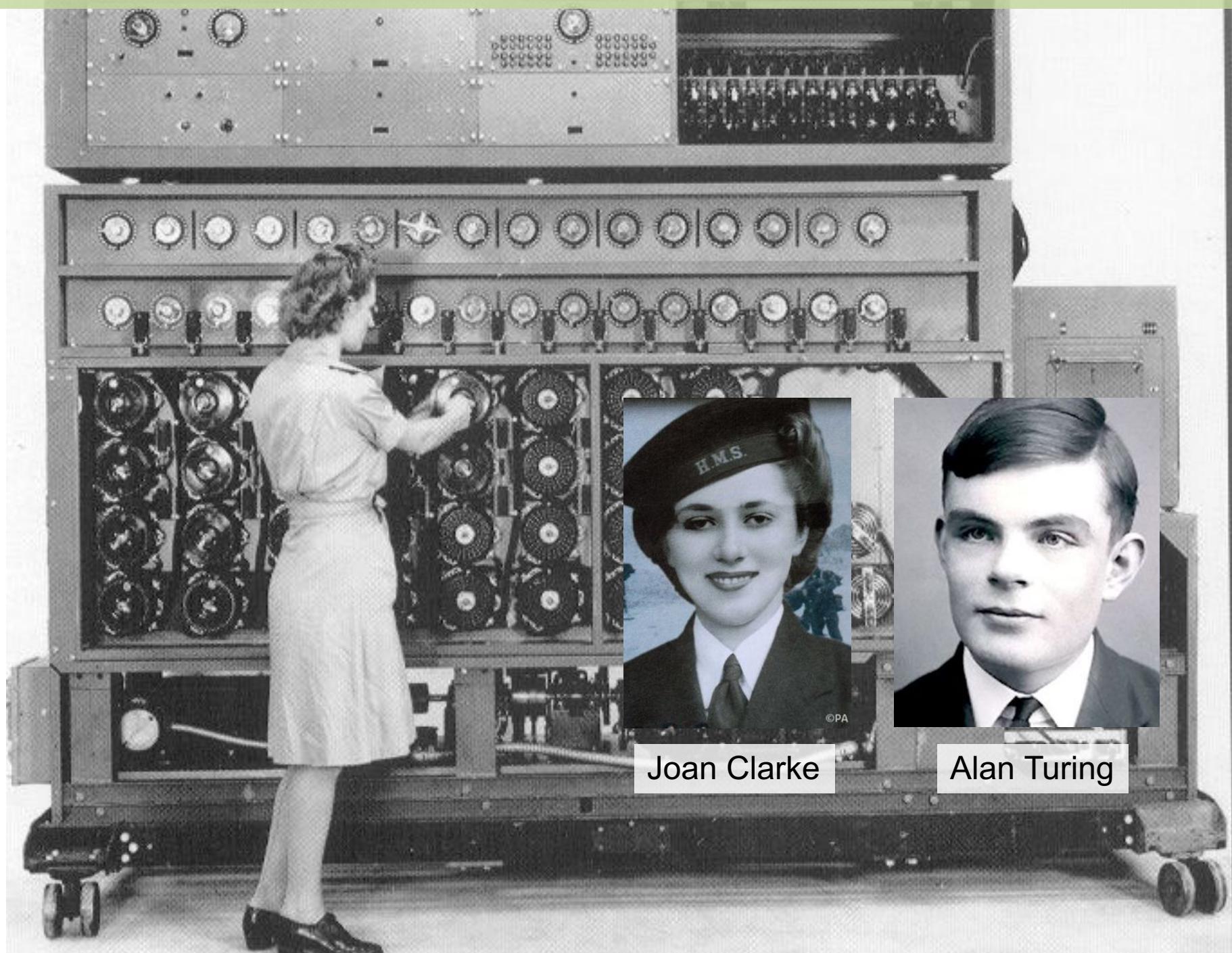
Chris Piech  
CS106A, Stanford University

# Learning Goals

1. Be able to perform math operations on chars
2. Be able to write string algorithms that loops over each character



# Text Problem: Decryption



Joan Clarke

Alan Turing



# Text Problem: Translation

*The spirit is willing but the flesh is weak.*

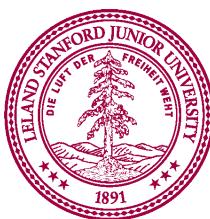


(Russian)

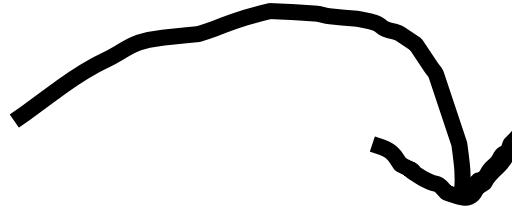


*The vodka is good but the meat is rotten.*

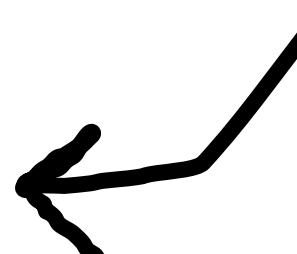
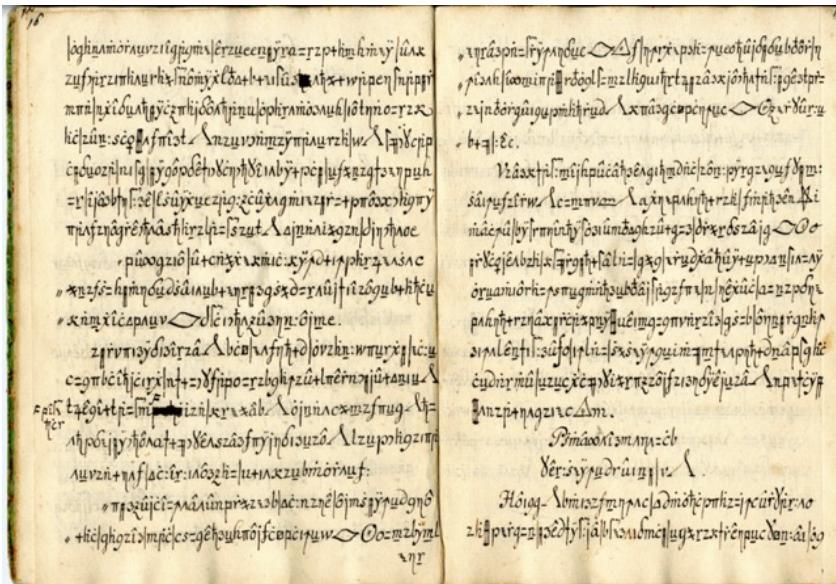
\*This result cost billions of dollars (adjusted for inflation)



# Translation and cryptography



Copiale Cipher from 1700s



<http://www.nytimes.com/2011/10/25/science/25code.html>



How is text  
represented?

# The variable type **String**

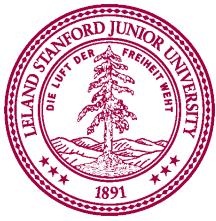
Text is stored using the variable type **String**.  
A **String** is a sequence of characters.

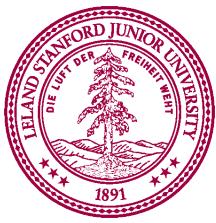
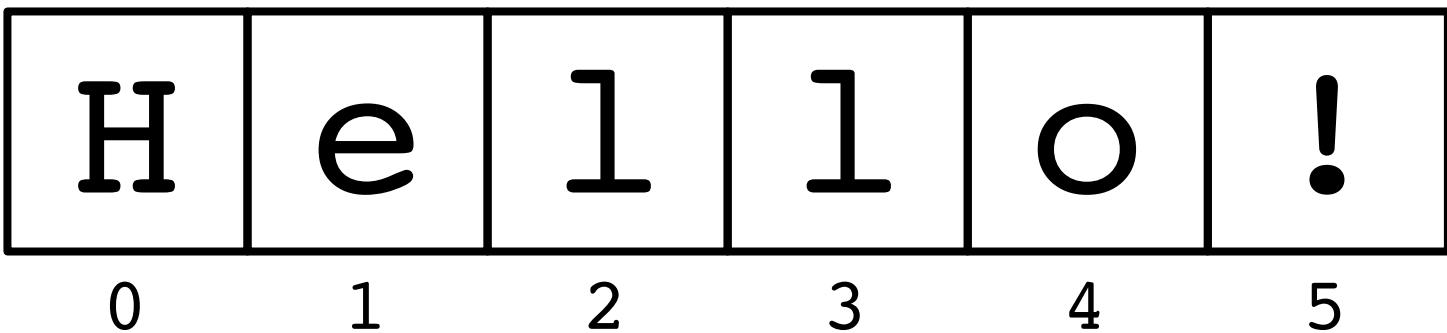
```
public void run() {  
    String text = "hello!";  
    println(text);  
}
```



H e l l o !

Piech, CS106A, Stanford University



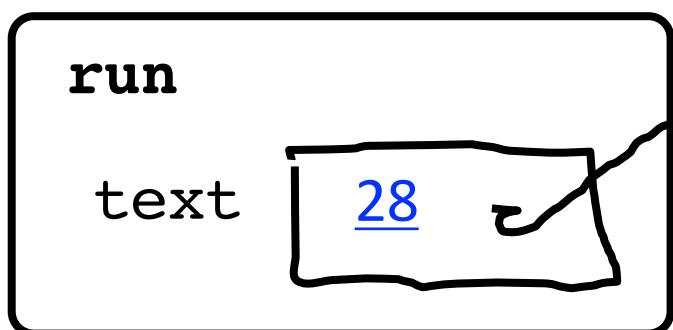


# How it is actually stored

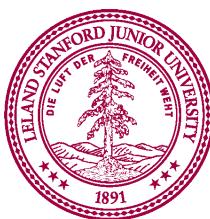
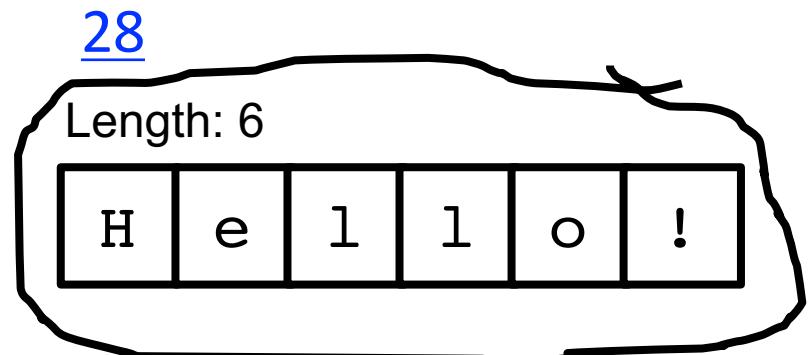
```
public void run() {  
    String text = "hello!";  
}
```

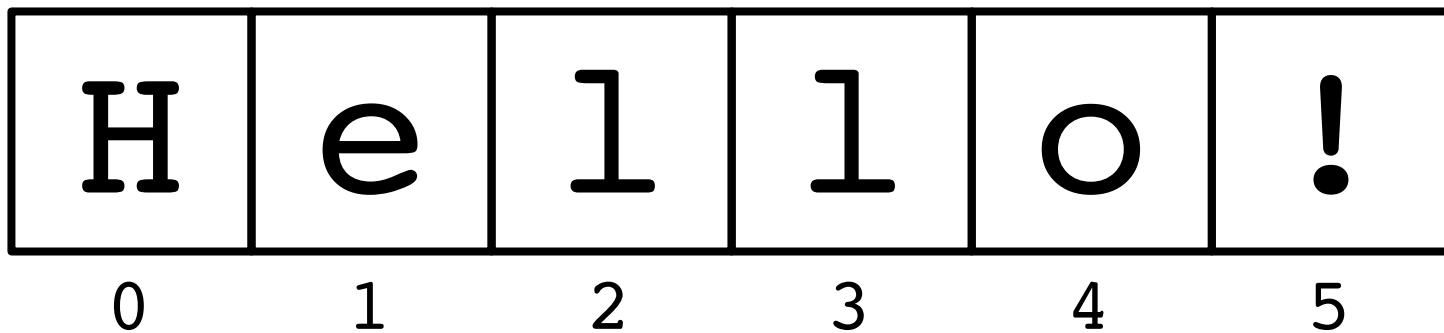
---

stack

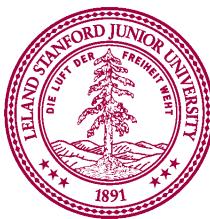


heap?





***text.charAt( index )***



How are characters  
represented?

# The variable type **char**

- The primitive type **char** represents a single character or glyph.
- Some examples:

```
char letterA = 'A';
```

```
char plus      = '+'
```

```
char zero     = '0';
```

```
char space    = ' ';
```

```
char newLine  = '\n'; // special
```

```
char first    = text.charAt(0);
```





# Enumeration

```
private static final int FROSH = 1;
private static final int SOPHOMORE = 2;
private static final int JUNIOR = 3;
private static final int SENIOR = 4;
private static final int OTHER = 5;

private int askForYear() {
    while (true) {
        int year = readInt("Enter class year: ");
        if (year >= FROSH && year <= OTHER) return year;
    }
}
```



# Print Populations

```
private void printPopulation() {  
    for(int year = FROSH; year <= SENIOR; year++) {  
        println(countStudents(year));  
    }  
}
```

---





Chars are just a giant  
enumeration. You can use  
math operators on char!



# ASCII

Code	Char	Code	Char	Code	Char	Code	Char	Code	Char	Code	Char
32	[space]	48	0	64	@	80	P	96	*	112	p
33	!	49	1	65	A	81	Q	97	a	113	q
34	"	50	2	66	B	82	R	98	b	114	r
35	#	51	3	67	C	83	S	99	c	115	s
36	\$	52	4	68	D	84	T	100	d	116	t
37	%	53	5	69	E	85	U	101	e	117	u
38	&	54	6	70	F	86	V	102	f	118	v
39	'	55	7	71	G	87	W	103	g	119	w
40	(	56	8	72	H	88	X	104	h	120	x
41	)	57	9	73	I	89	Y	105	i	121	y
42	*	58	:	74	J	90	Z	106	j	122	z
43	+	59	:	75	K	91	[	107	k	123	{
44	,	60	<	76	L	92	\	108	l	124	-
45	-	61	=	77	M	93	]	109	m	125	}
46	.	62	>	78	N	94	^	110	n	126	~
47	/	63	?	79	O	95	_	111	o	127	[backspace]

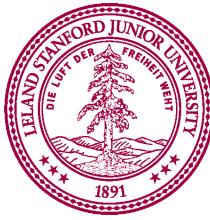
\* This is only the first half of the table

The letter A, for example, has the ASCII value  $65_{10}$





‘A’ -> ‘Z’ are sequential.  
‘a’ -> ‘z’ are sequential.  
‘0’ -> ‘9’ are sequential.



toUpperCase

# Useful Character methods

```
public void run() {  
    String str = readLine("Line: ");  
  
    char ch = str.charAt(0);  
    println("Original first char: " + ch);  
  
    ch = Character.toUpperCase(ch);  
    println("Uppercase first char: " + ch);  
  
    if(Character.isLetter(ch)) {  
        println("It's a letter!");  
    }  
}
```



# Useful Character methods

**static boolean isDigit(char ch)**

Determines if the specified character is a digit.

**static boolean isLetter(char ch)**

Determines if the specified character is a letter.

**static boolean isLetterOrDigit(char ch)**

Determines if the specified character is a letter or a digit.

**static boolean isLowerCase(char ch)**

Determines if the specified character is a lowercase letter.

**static boolean isUpperCase(char ch)**

Determines if the specified character is an uppercase letter.

**static boolean isWhitespace(char ch)**

Determines if the specified character is whitespace (spaces and tabs).

**static char toLowerCase(char ch)**

Converts **ch** to its lowercase equivalent, if any. If not, **ch** is returned unchanged.

**static char toUpperCase(char ch)**

Converts **ch** to its uppercase equivalent, if any. If not, **ch** is returned unchanged.

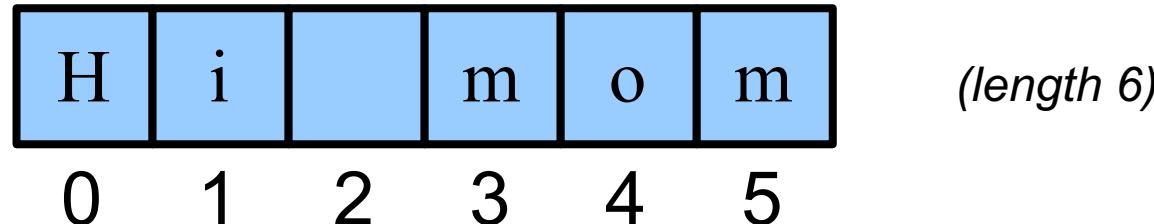


# Looping with Strings

- Because each character in a string occupies a particular index, you can visit all the characters in a string one at a time using a loop.
- Canonical “loop over the characters in a string” loop:

```
for (int i = 0; i < string.length(); i++) {  
    char ch = string.charAt(i);  
    /* ... process ch ... */  
}
```

- The **string**.length() method returns the number of characters in the string. This is one larger than the last valid index in the string.



numUppercase

Strings have some unique  
properties

# Strings are often made through concatenation

```
public void run() {  
    String s1 = "CS106";  
    String s2 = "A";  
    String s3 = "I got an " + s2 + " in " + s1 + s2;  
  
    println(s3);  
}
```

I got an A in CS106A



this  
is  
not  
new

Lee





# Strings are often made through concatenation

```
public void run() {  
    String s1 = "CS106";  
    String s2 = "A";  
    String s3 = "I got an " + s2 + " in " + s1 + s2;  
  
    println(s3);  
}
```

I got an A in CS106A



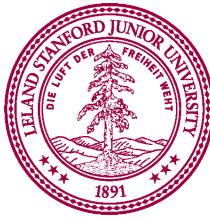
# Strings are Immutable

- Java strings are ***immutable***: once a string has been created, its contents cannot change.
- To change a string:
  - Create a new string holding the new value you want it to have.
  - Reassign the String variable to hold the new value.
- ***Important consequence:*** if you pass a String into a method, that method cannot modify that string.





Many string algorithms use  
the “loop and construct”  
pattern.

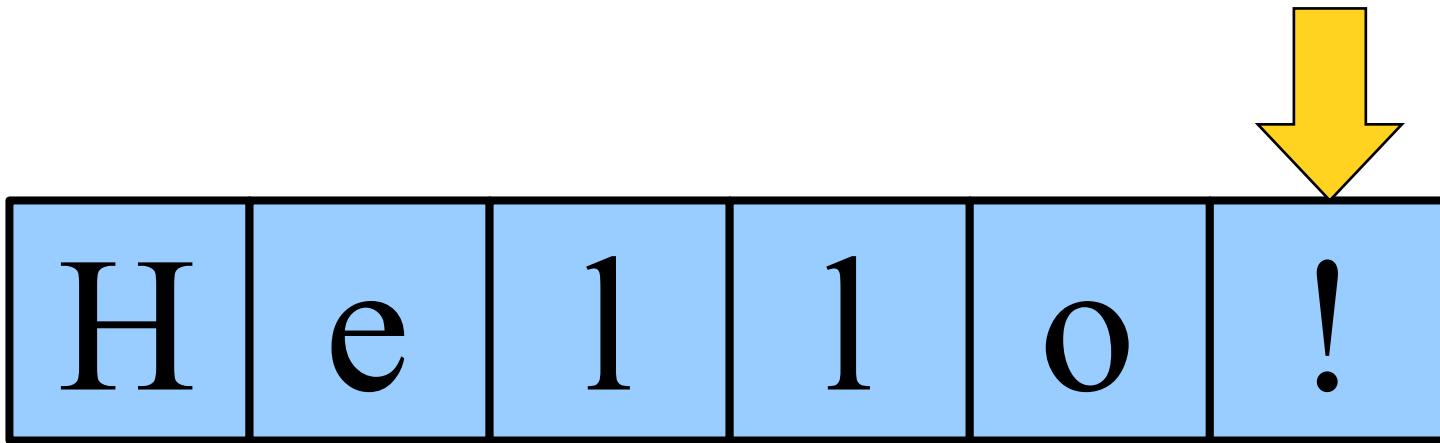




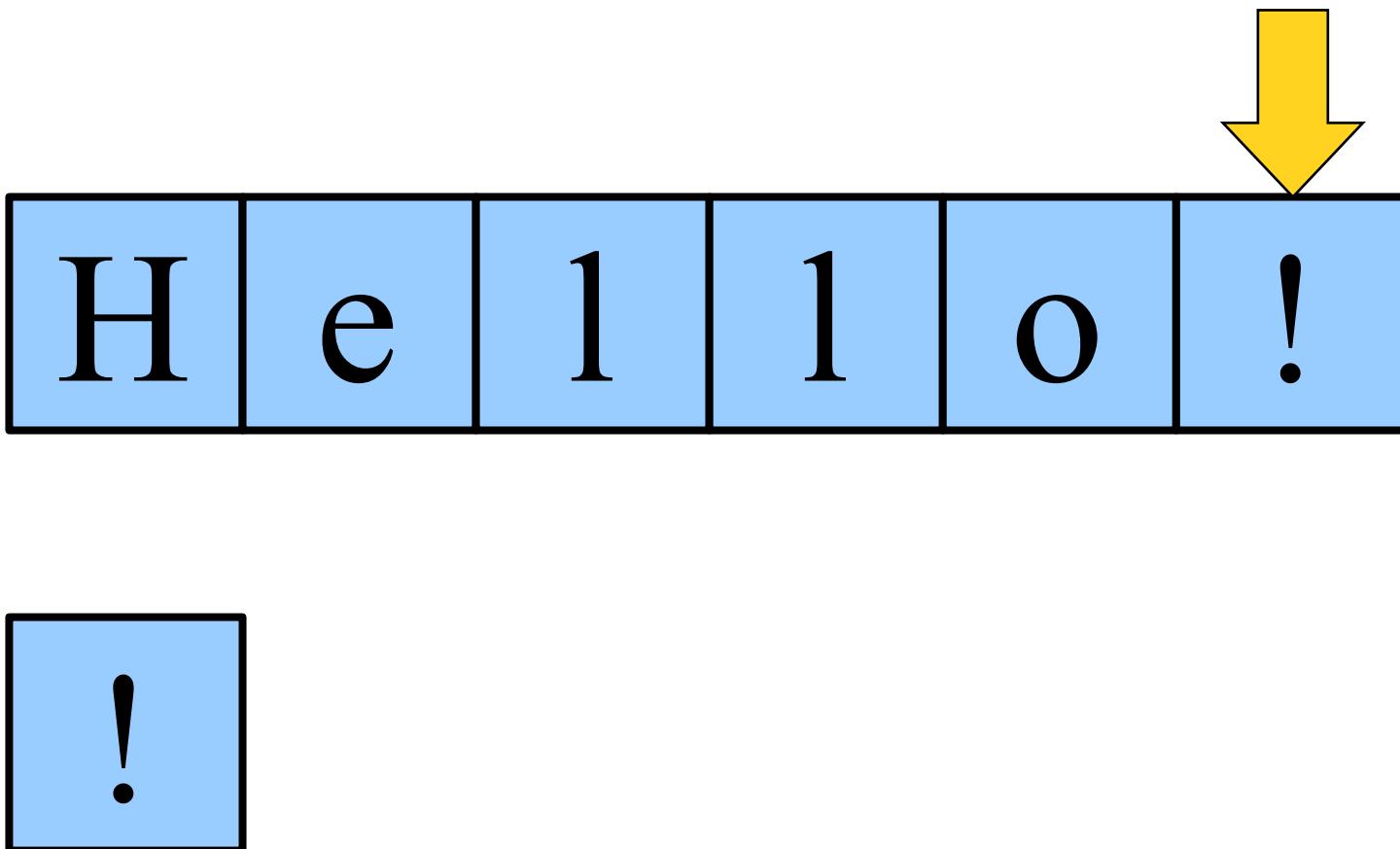
Piech, CS106A, Stanford University



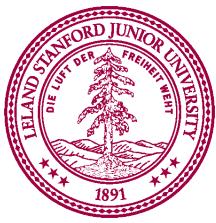
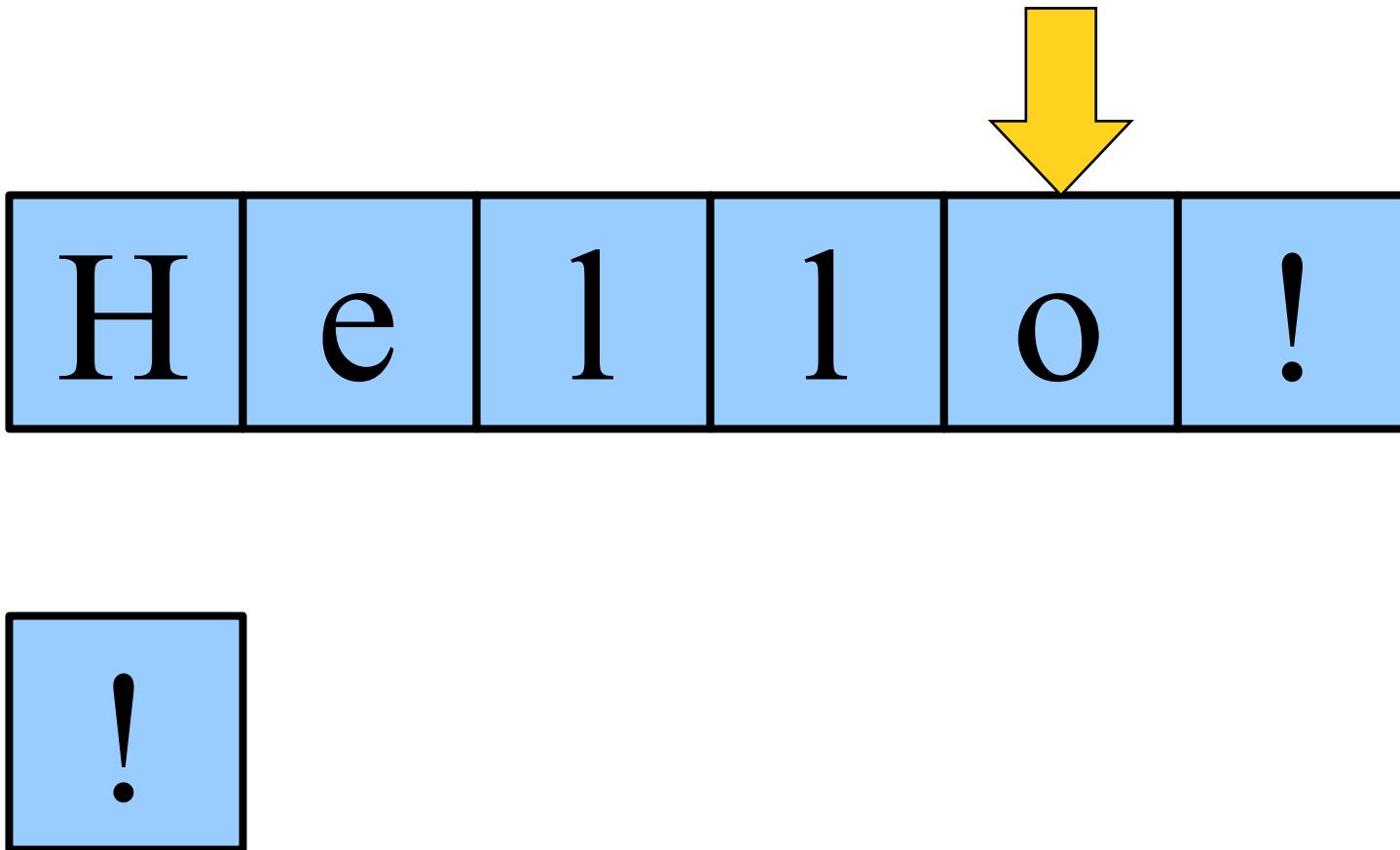
# Reversing a String



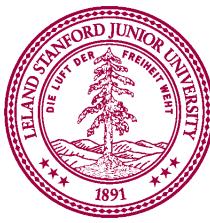
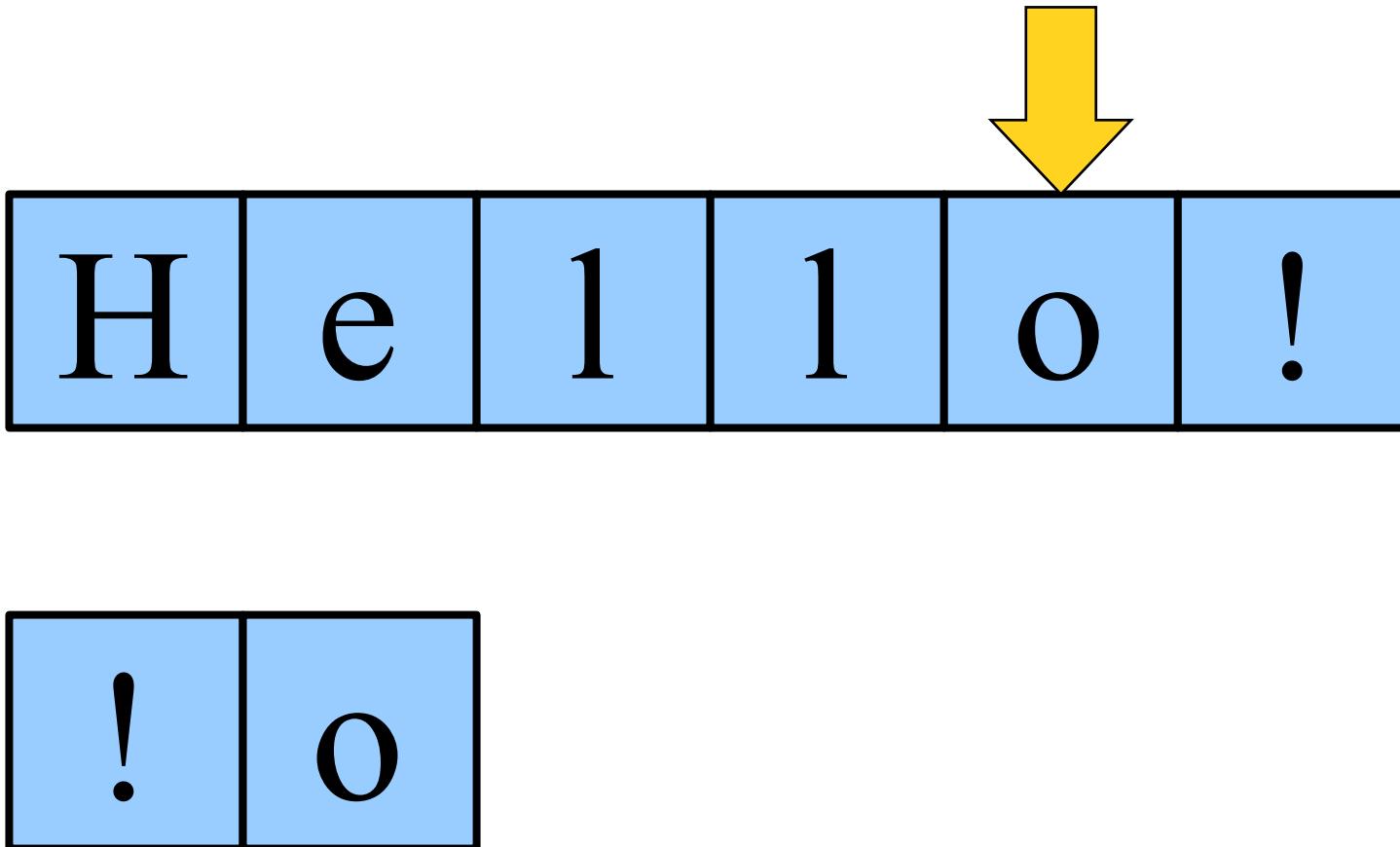
# Reversing a String



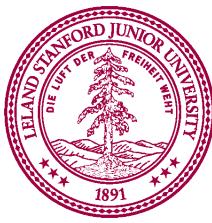
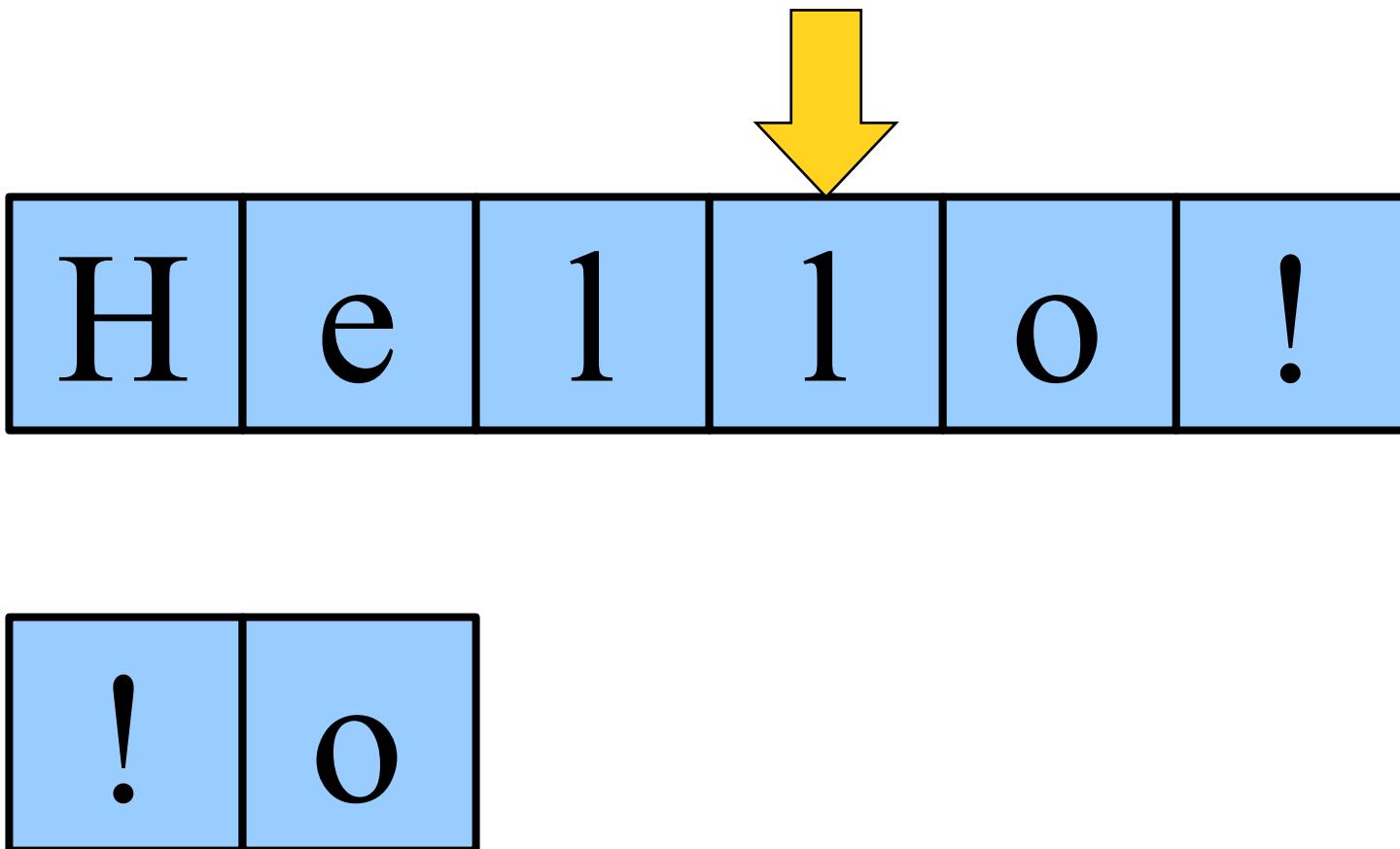
# Reversing a String



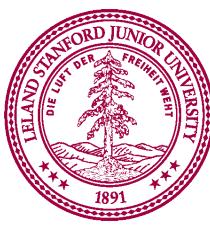
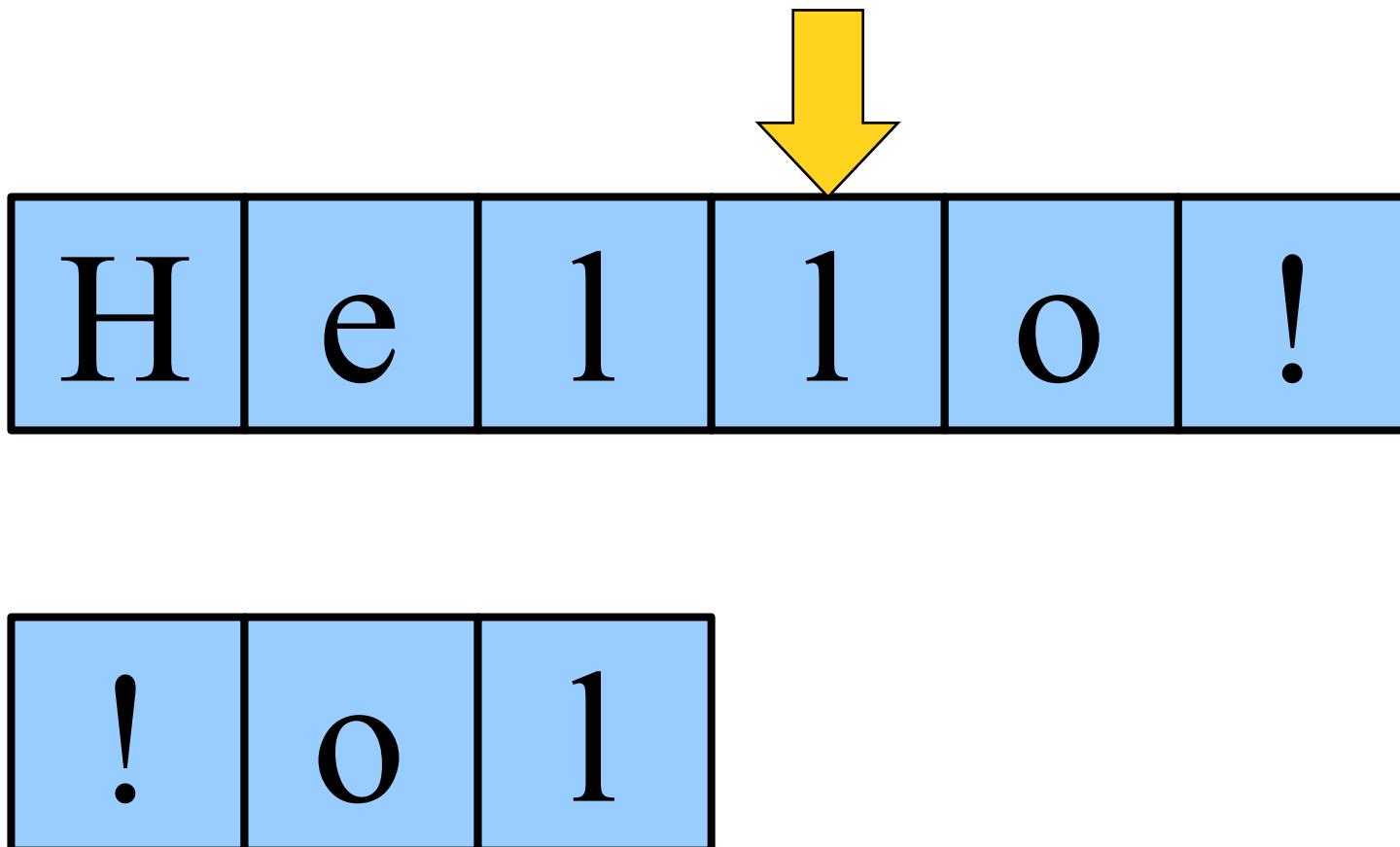
# Reversing a String



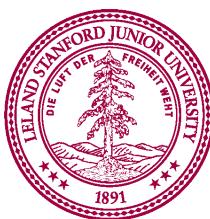
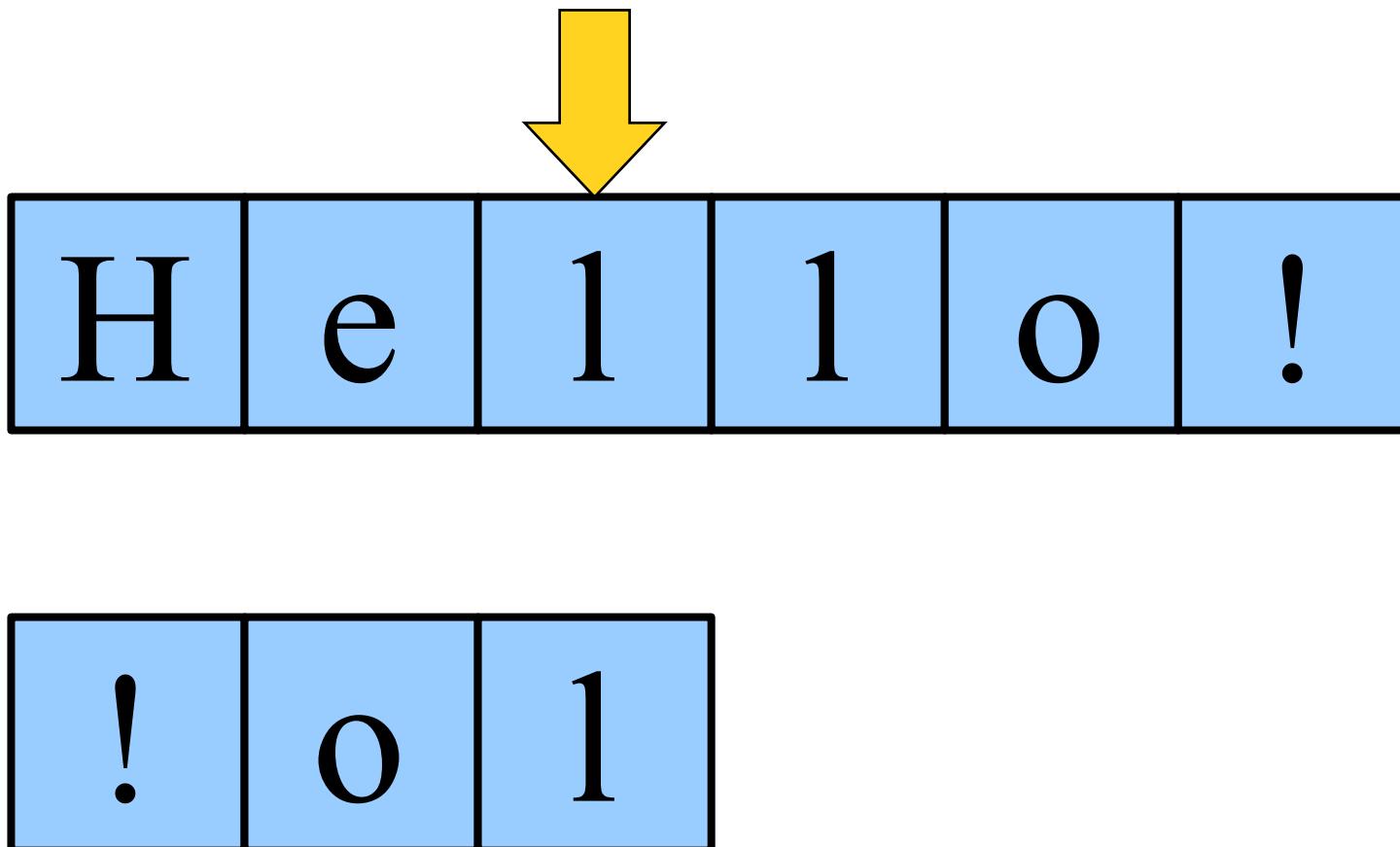
# Reversing a String



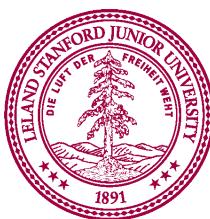
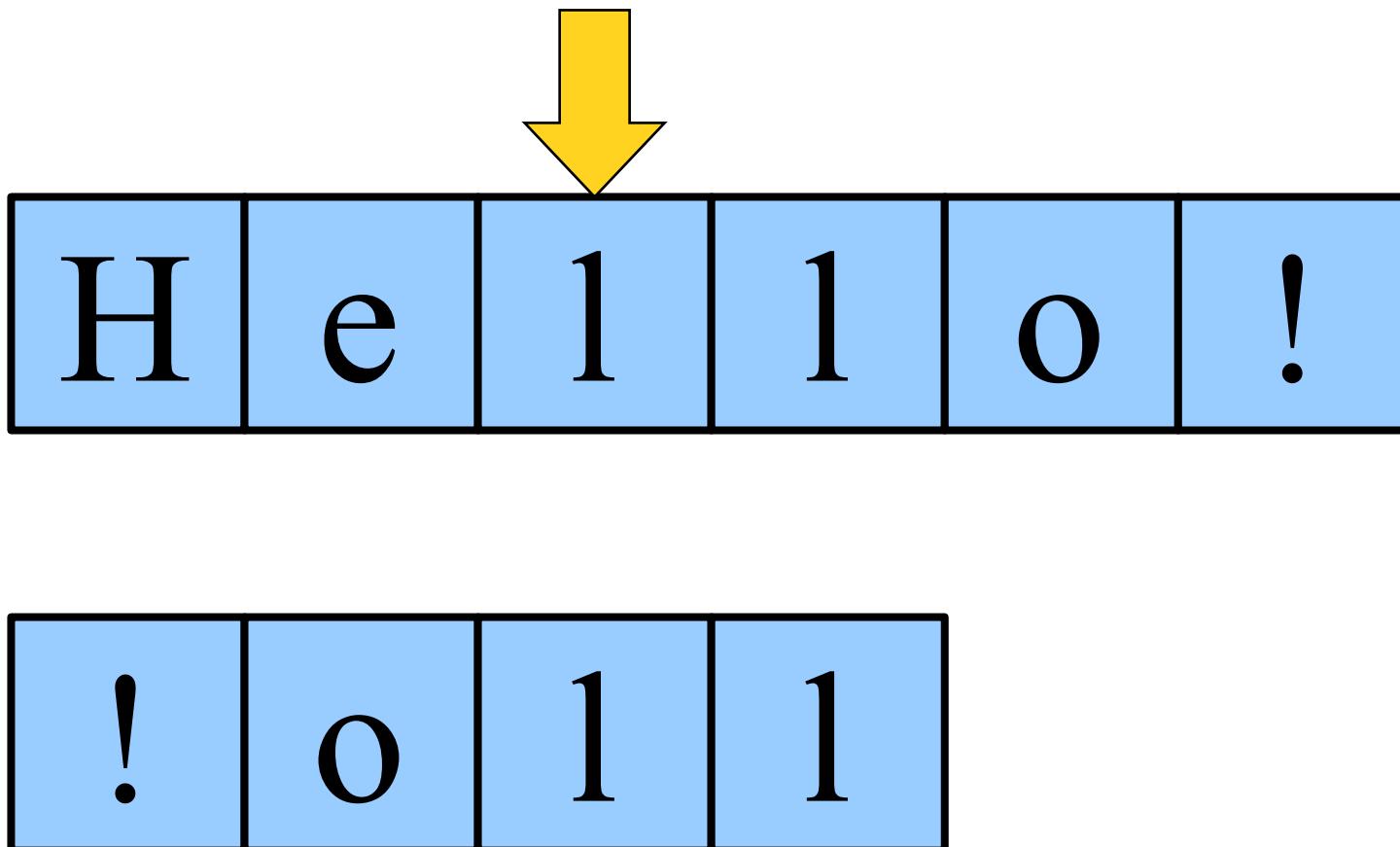
# Reversing a String



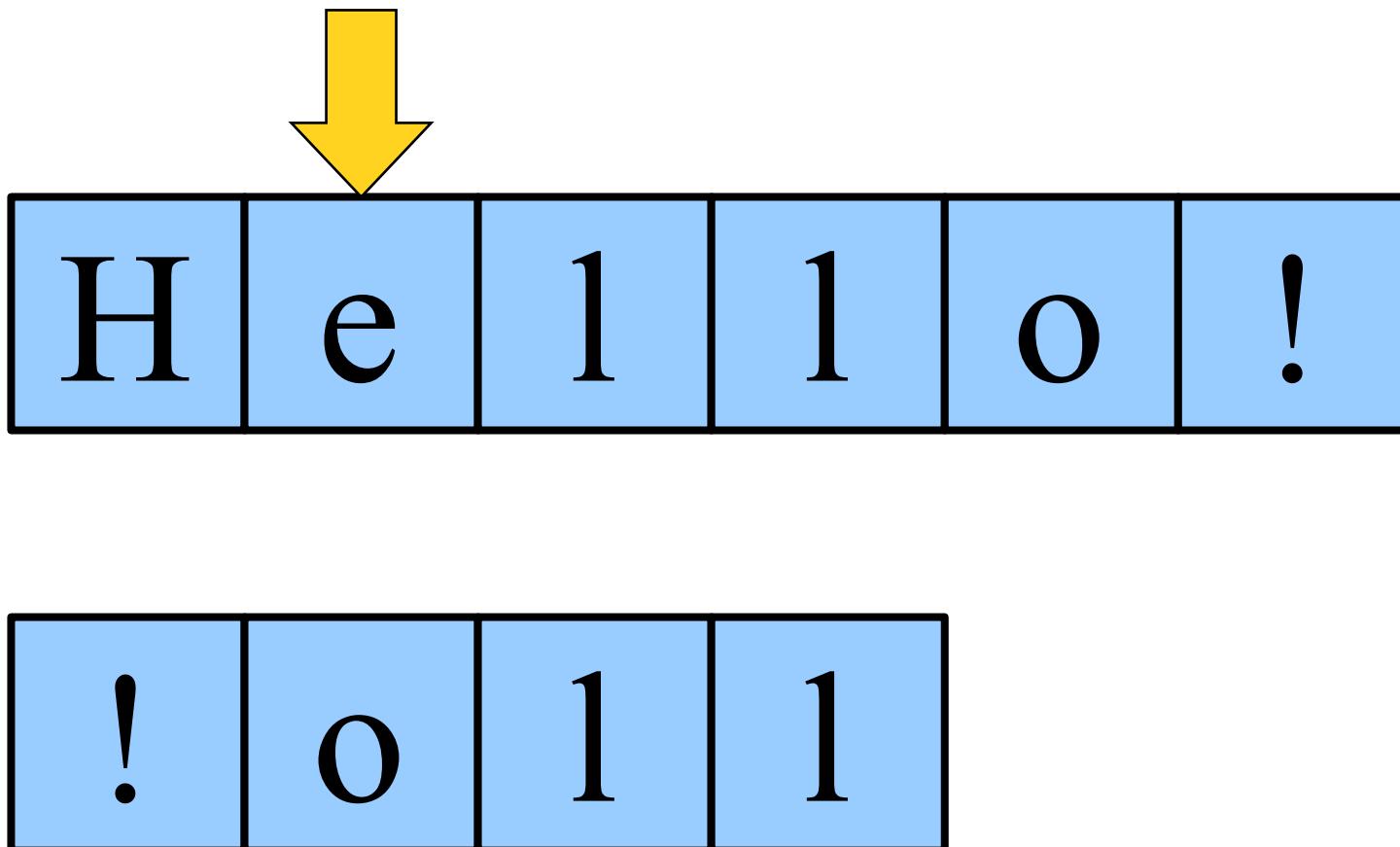
# Reversing a String



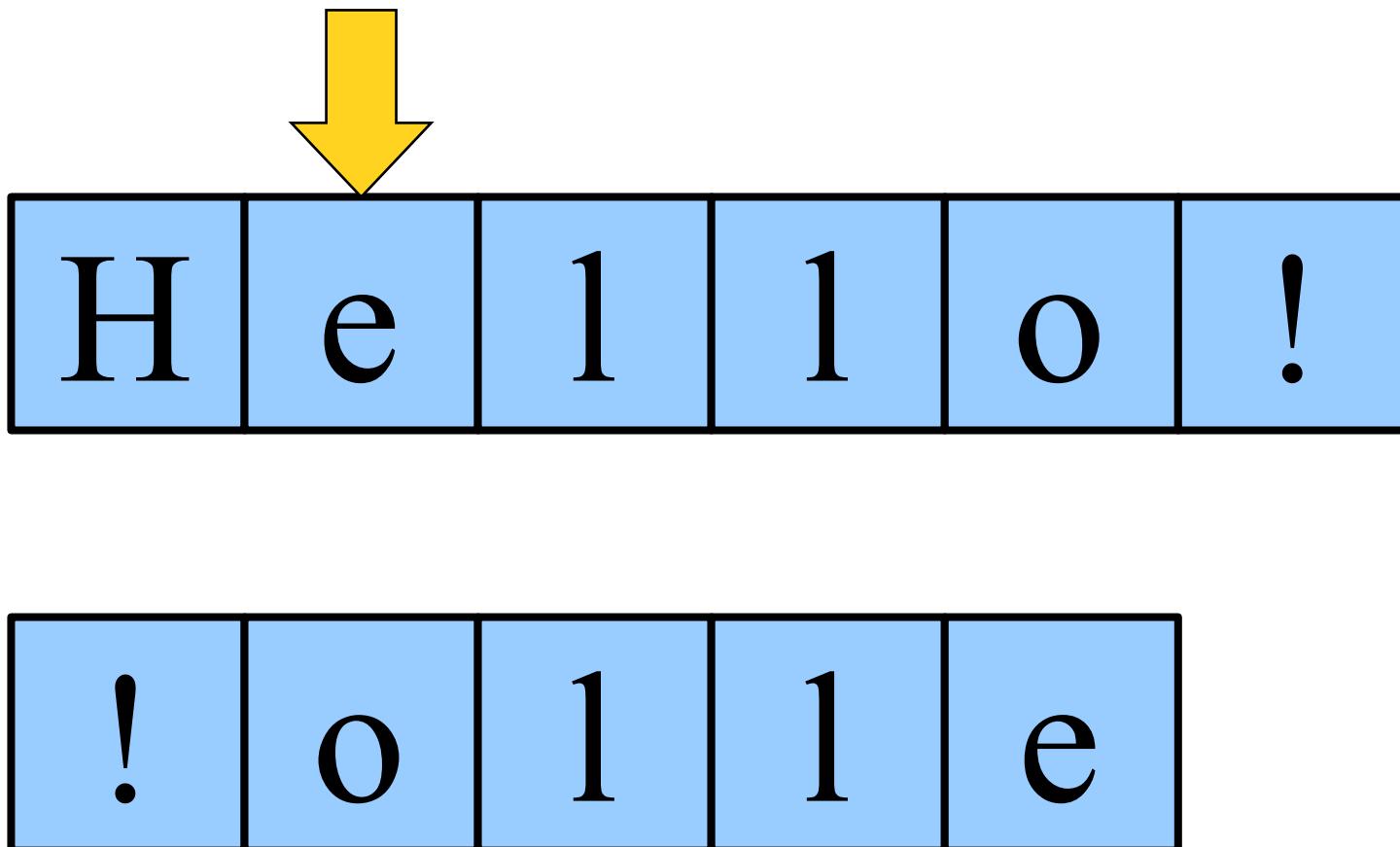
# Reversing a String



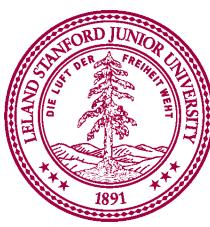
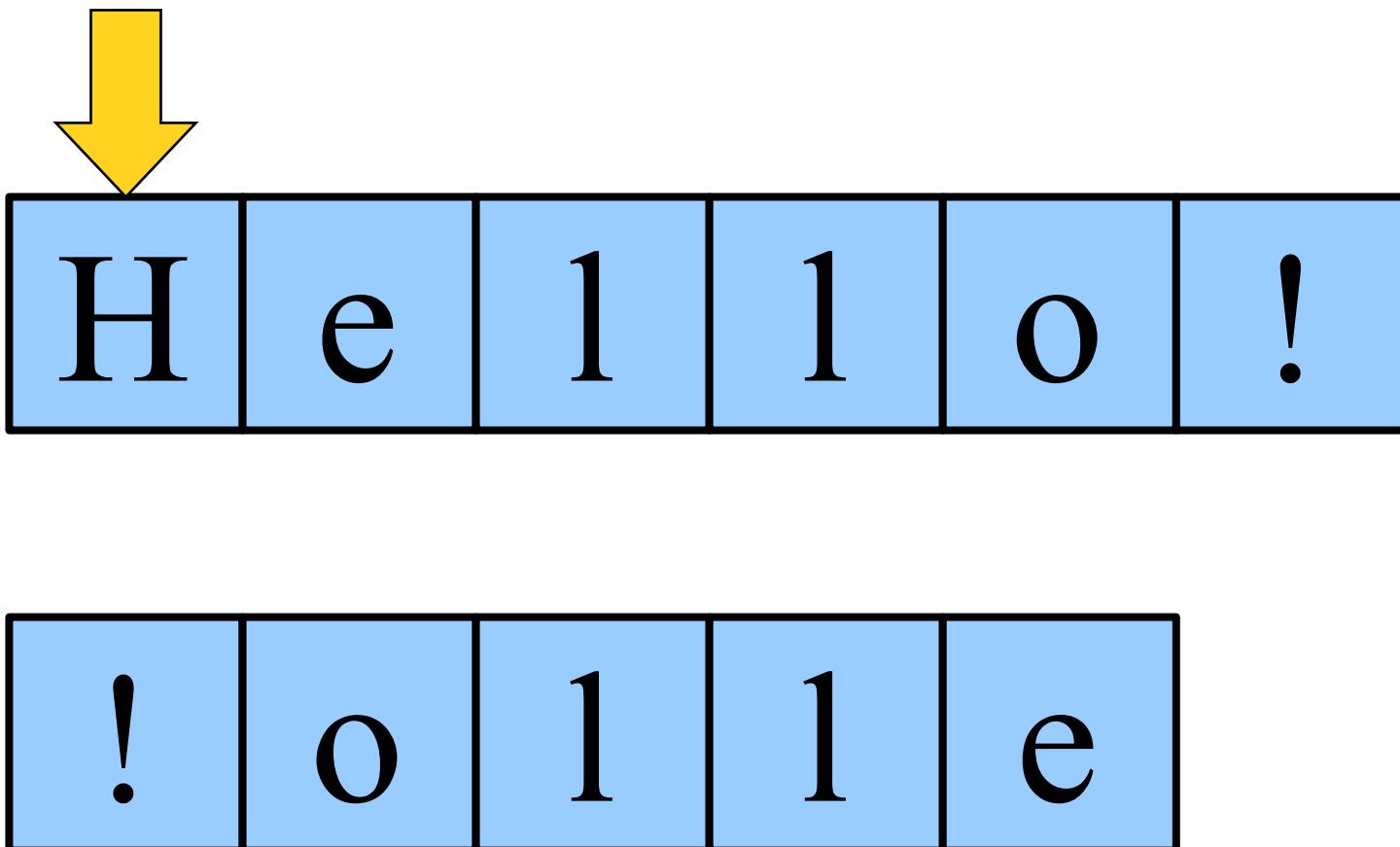
# Reversing a String



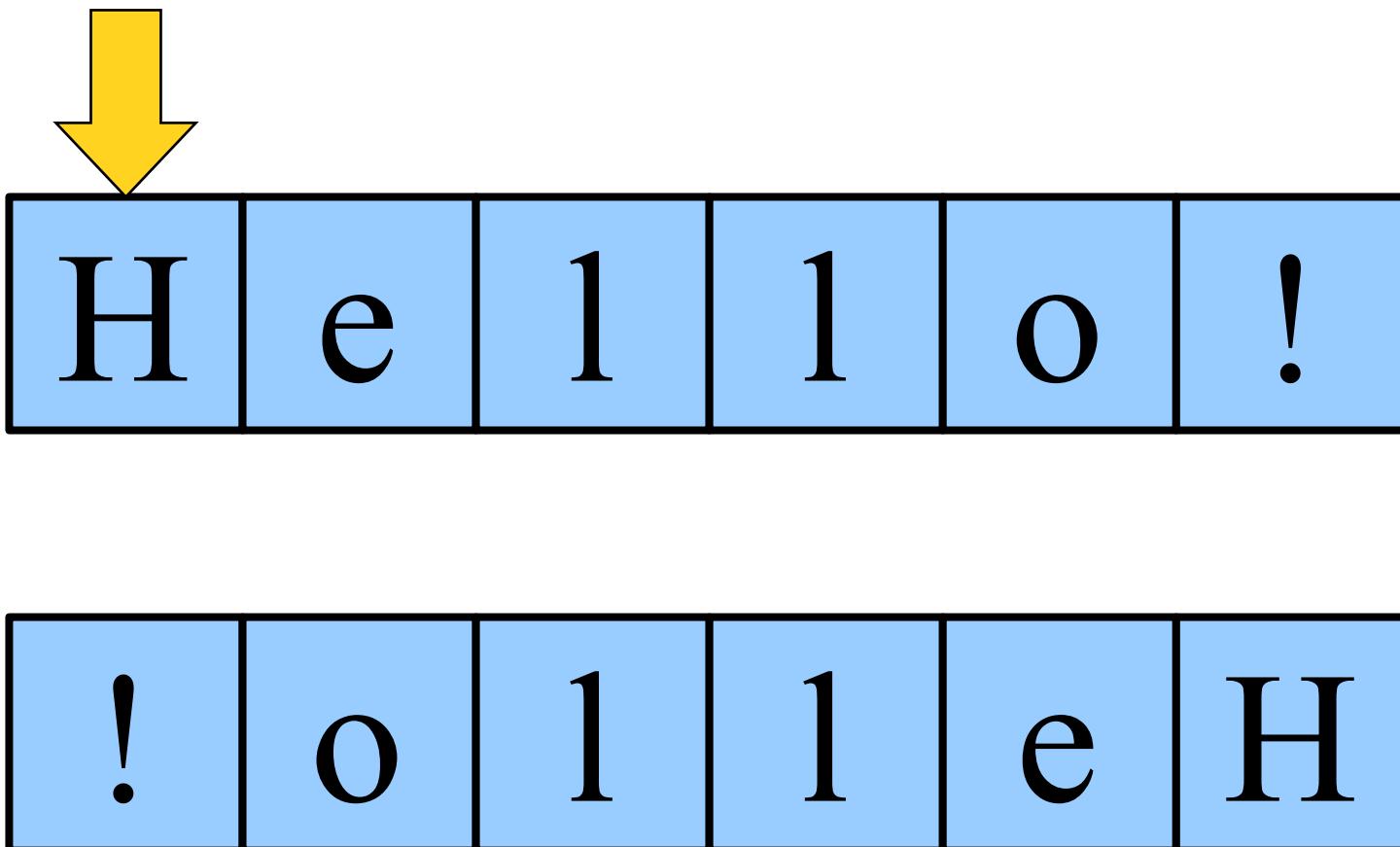
# Reversing a String



# Reversing a String



# Reversing a String



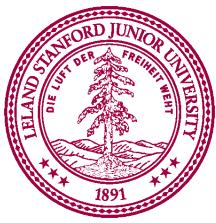
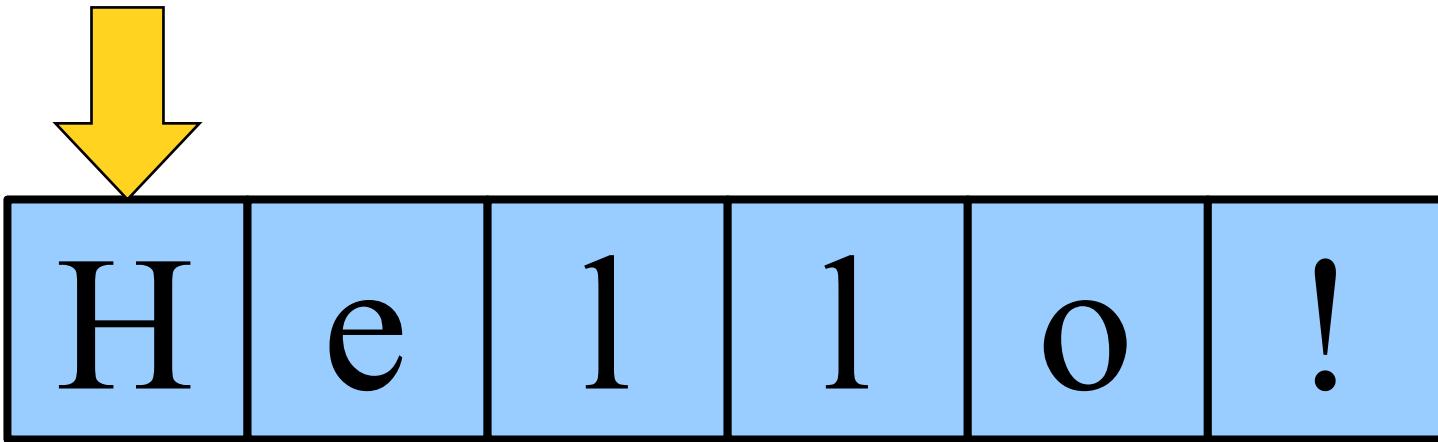
# Reversing a String

H	e	l	l	o	!
---	---	---	---	---	---

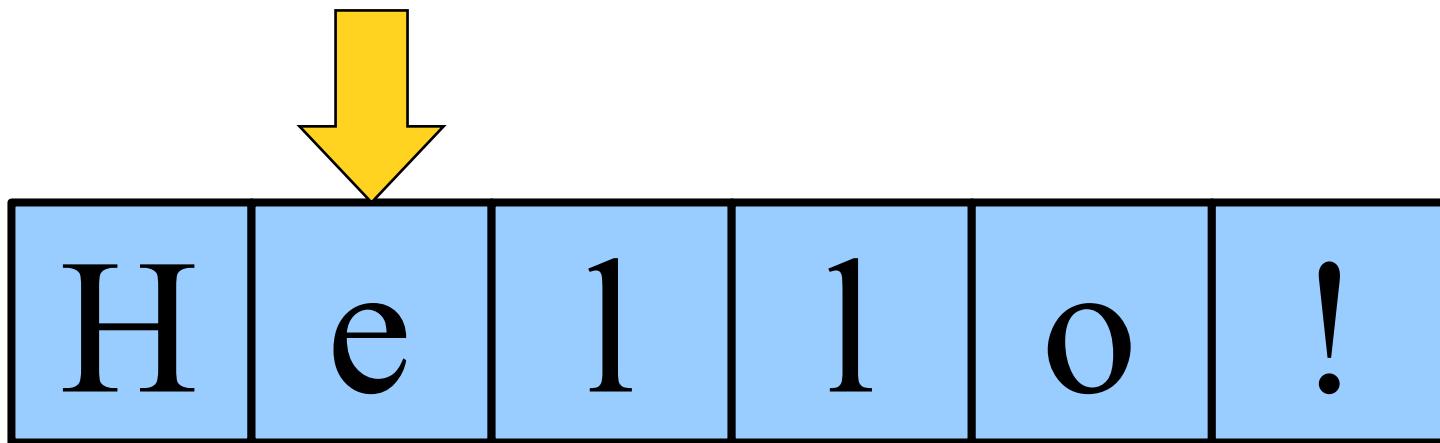
!	o	l	l	e	H
---	---	---	---	---	---



# Reversing a String



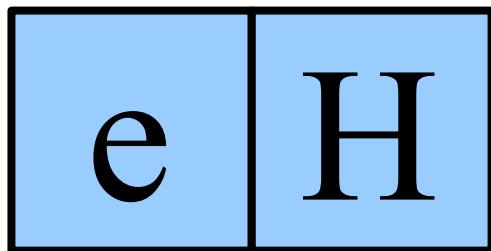
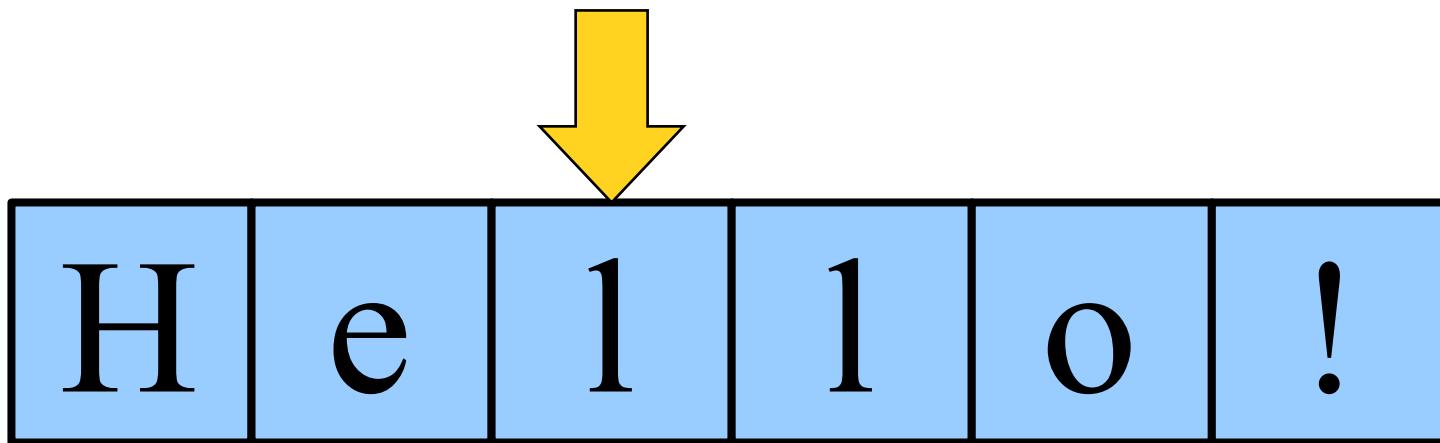
# Reversing a String



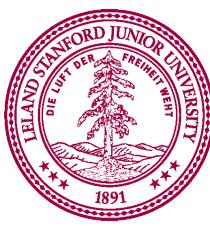
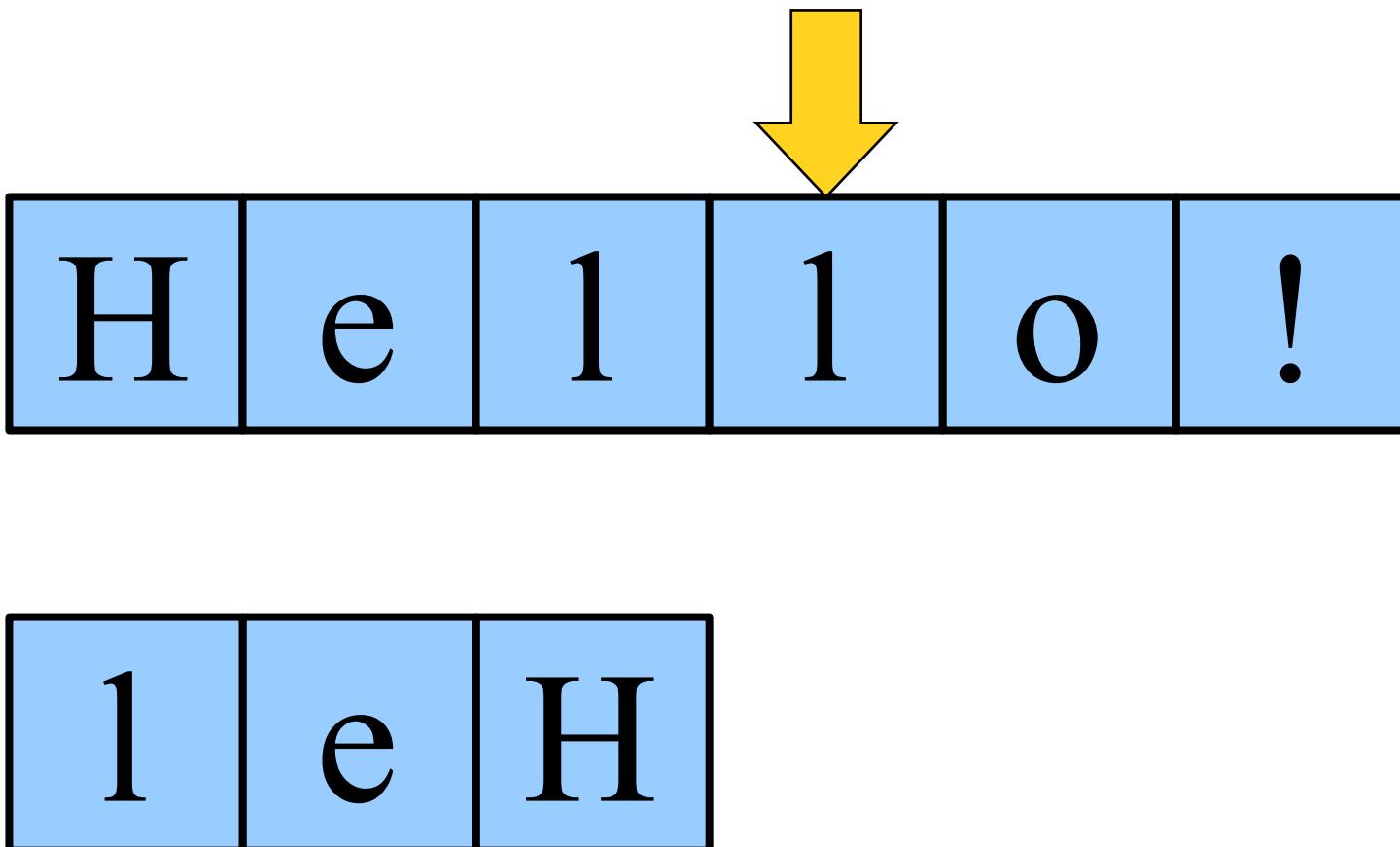
H



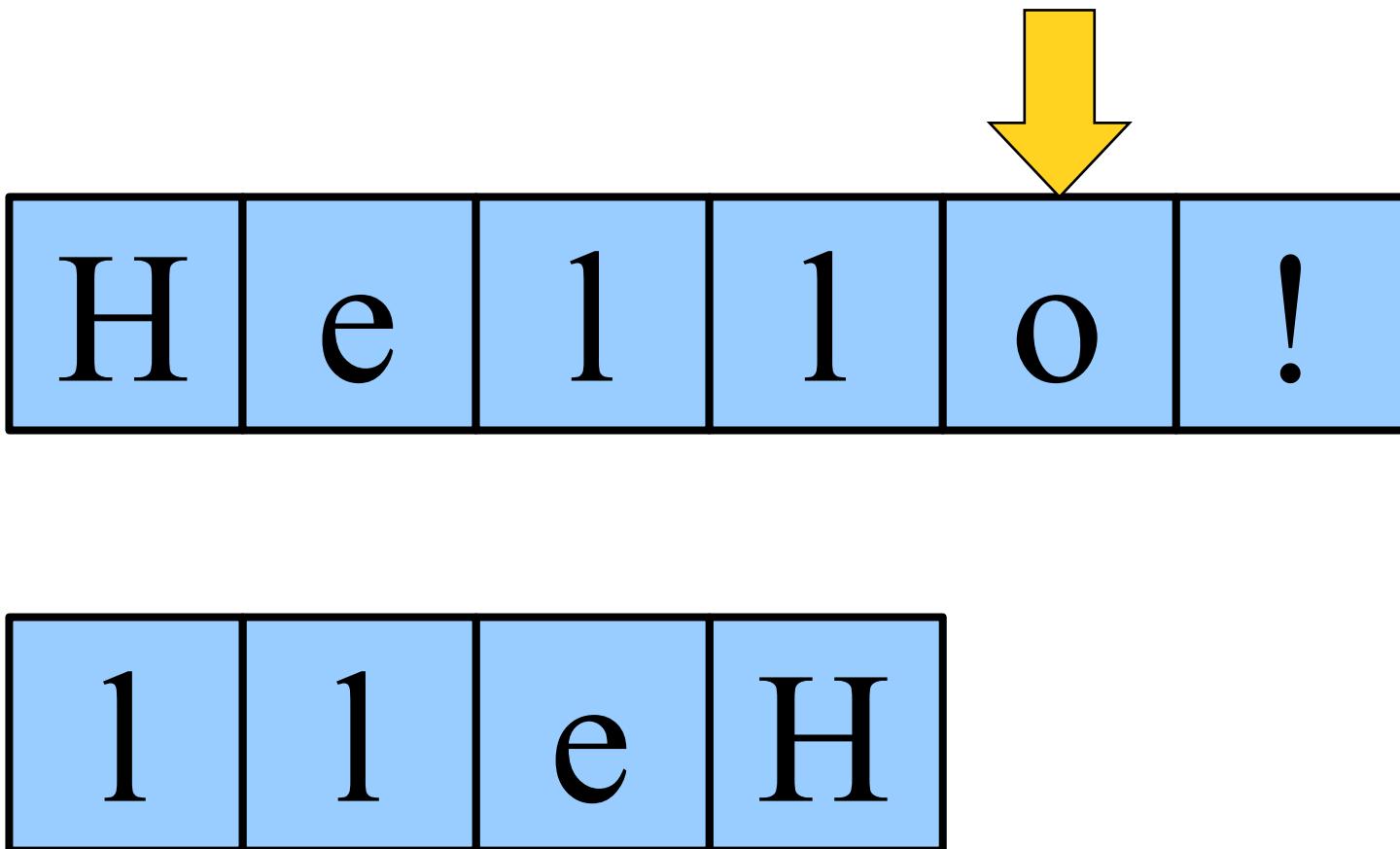
# Reversing a String



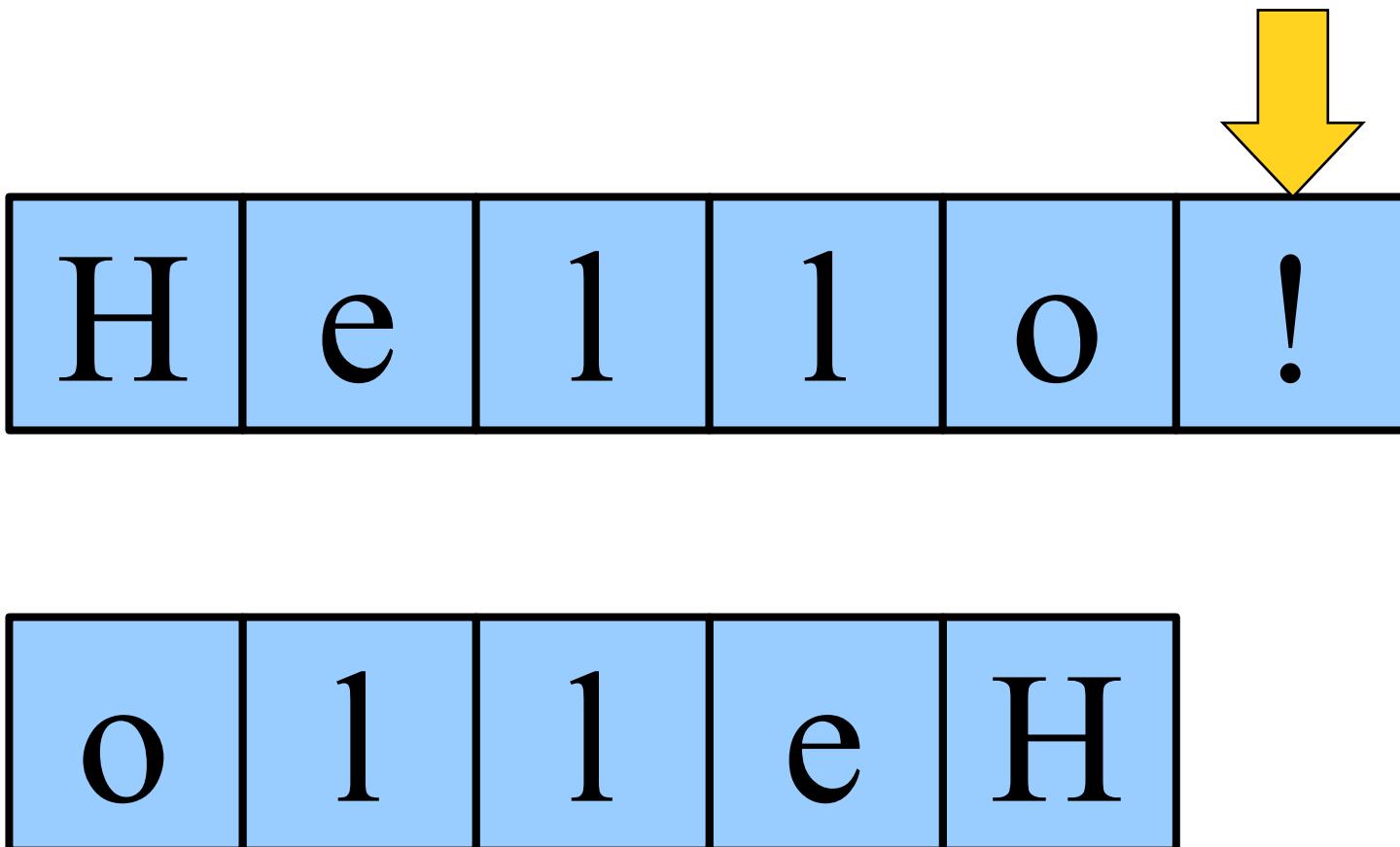
# Reversing a String



# Reversing a String



# Reversing a String



# Reversing a String

H	e	l	l	o	!
---	---	---	---	---	---

!	o	l	l	e	H
---	---	---	---	---	---



# reverseString

```
public void run() {  
  
    private String reverseString(String str) {  
        String result = "";  
        for (int i = 0; i < str.length(); i++) {  
            result = str.charAt(i) + result;  
        }  
        return result;  
    }  
}
```

result

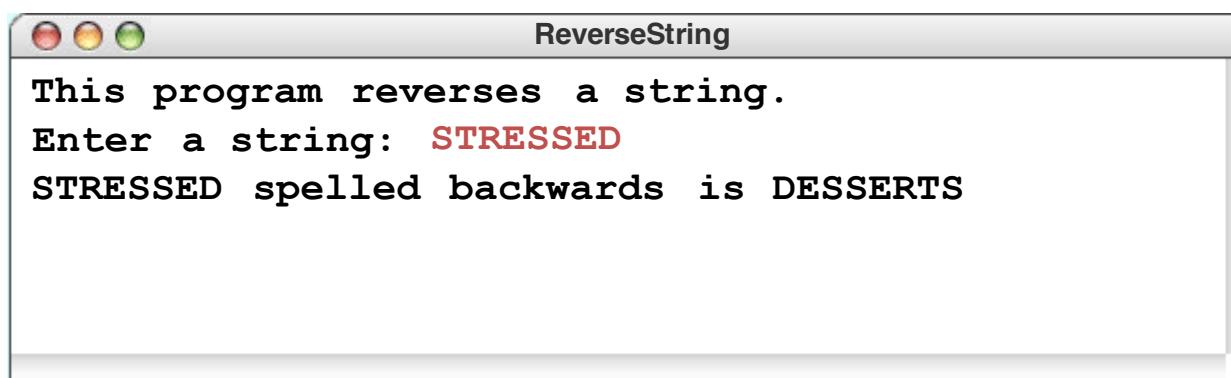
DESSERTS

str

STRESSED

i

8



# Useful String methods

**int length()**

Returns the length of the string

**char charAt(int index)**

Returns the character at the specified index. Note: Strings indexed starting at 0.

**String substring(int p1, int p2)**

Returns the substring beginning at **p1** and extending up to but not including **p2**

**String substring(int p1)**

Returns substring beginning at **p1** and extending through end of string.

**boolean equals(String s2)**

Returns true if string **s2** is equal to the receiver string. This is case sensitive.

**int compareTo(String s2)**

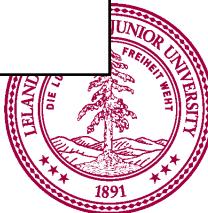
Returns integer whose sign indicates how strings compare in lexicographic order

**int indexOf(char ch) or int indexOf(String s)**

Returns index of first occurrence of the character or the string, or -1 if not found

**String toLowerCase() or String toUpperCase()**

Returns a lowercase or uppercase version of the receiver string



# Palindrome

- A **palindrome** is a string that reads the same forwards and backwards.
- For example:
  - Abba
  - Racecar
  - Kayak
  - Mr. Owl ate my metal worm.
  - Go hang a salami! I'm a lasagna hog.
  - Elu par cette crapule

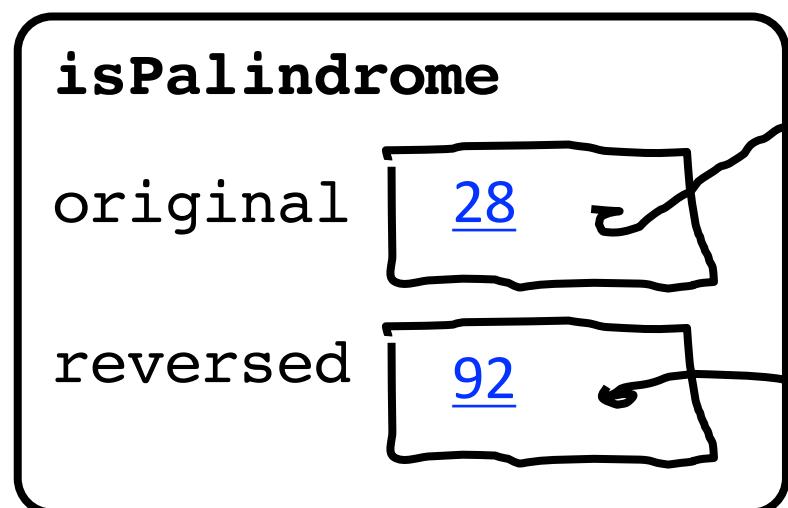


What went wrong?

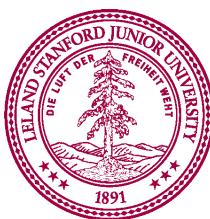
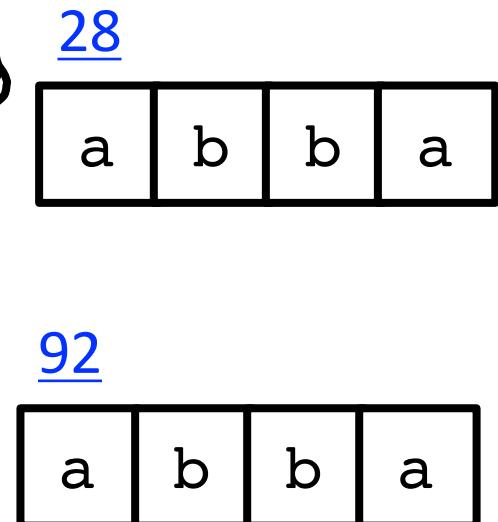
```
private boolean isPalindrome(String original) {  
    String reversed = reverse(original);  
    return reversed == original;  
}
```

---

stack

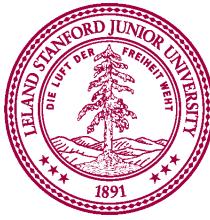


heap





Use `.equals` to compare  
strings, not `==`



# Some test cases

- Let's test our program on some examples:
  - Racecar
  - Kayak
  - Mr. Owl ate my metal worm.
  - Go hang a salami! I'm a lasagna hog.
- Will it work?



# Stress Test

A man, a plan, a caret, a ban, a myriad, a sum, a lac, a liar, a hoop, a pint, a catalpa, a gas, an oil, a bird, a yell, a vat, a caw, a pax, a wag, a tax, a nay, a ram, a cap, a yam, a gay, a tsar, a wall, a car, a luger, a ward, a bin, a woman, a vassal, a wolf, a tuna, a nit, a pall, a fret, a watt, a bay, a daub, a tan, a cab, a datum, a gall, a hat, a tag, a zap, a say, a jaw, a lay, a wet, a gallop, a tug, a trot, a trap, a tram, a torr, a caper, a top, a tonk, a toll, a ball, a fair, a sax, a minim, a tenor, a bass, a passer, a capital, a rut, an amen, a ted, a cabal, a tang, a sun, an ass, a maw, a sag, a jam, a dam, a sub, a salt, an axon, a sail, an ad, a wadi, a radian, a room, a rood, a rip, a tad, a pariah, a revel, a reel, a reed, a pool, a plug, a pin, a peek, a parabola, a dog, a pat, a cud, a nu, a fan, a pal, a rum, a nod, an eta, a lag, an eel, a batik, a mug, a mot, a nap, a maxim, a mood, a leek, a grub, a gob, a gel, a drab, a citadel, a total, a cedar, a tap, a gag, a rat, a manor, a bar, a gal, a cola, a pap, a yaw, a tab, a raj, a gab, a nag, a pagan, a bag, a jar, a bat, a way, a papa, a local, a gar, a baron, a mat, a rag, a gap, a tar, a decal, a tot, a led, a tic, a bard, a leg, a bog, a burg, a keel, a doom, a mix, a map, an atom, a gum, a kit, a baleen, a gala, a ten, a don, a mural, a pan, a faun, a ducat, a pagoda, a lob, a rap, a keep, a nip, a gulp, a loop, a deer, a leer, a lever, a hair, a pad, a tapir, a door, a moor, an aid, a raid, a wad, an alias, an ox, an atlas, a bus, a madam, a jag, a saw, a mass, an anus, a gnat, a lab, a cadet, an em, a natural, a tip, a caress, a pass, a baronet, a minimax, a sari, a fall, a ballot, a knot, a pot, a rep, a carrot, a mart, a part, a tort, a gut, a poll, a gateway, a law, a jay, a sap, a zag, a tat, a hall, a gamut, a dab, a can, a tabu, a day, a batt, a waterfall, a patina, a nut, a flow, a lass, a van, a mow, a nib, a draw, a regular, a call, a war, a stay, a gam, a yap, a cam, a ray, an ax, a tag, a wax, a paw, a cat, a valley, a drib, a lion, a saga, a plat, a catnip, a pooh, a rail, a calamus, a dairyman, a bater, a canal – Panama!



# Remember!

Counterfeiter



You (Distributor)



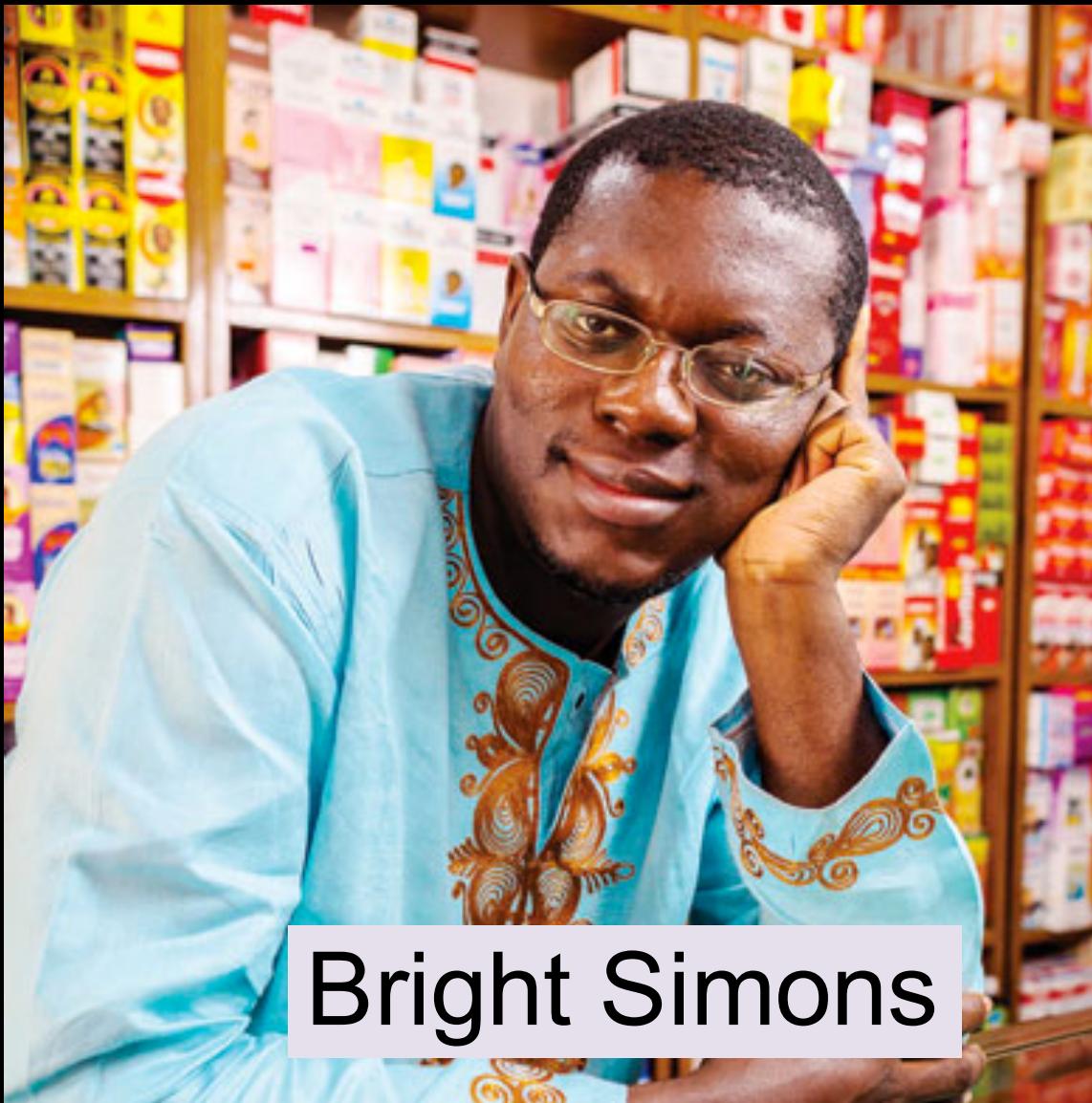
User



Piech, CS106A, Stanford University



# Can you solve it?



Bright Simons

Piech, CS106A, Stanford University

