

Amazon Reader

Amazon Reader is a program for reading a spreadsheet file formatted to hold Amazon purchase information with each row indicating an item that was purchased and the columns representing pertinent information about the the order. It allows the user to then read in from the system clipboard web pages that are clipped from the Amazon orders site and then extracts the desired information from them, and places that data into the appropriate columns of spreadsheet image, prior to saving the image back to the spreadsheet file. It also allows reading the text data from a PDF file containing the credit card charges from Amazon for the purchases and again marks the appropriate columns with the charge information to verify which items have been completed and which are still pending, along with the credit card file id that the charge information came from. This allows a semi-automated process for keeping track of the Amazon orders and their corresponding debits and credits that are charged to the credit card to verify there are no unknown charges received.

The program can be run in 3 different fashions, but for normal use of balancing the Amazon charges the GUI interface is used. This is performed by simply running the jar file with no arguments:

```
java -jar AmazonReader-1.2.jar
```

The command should be run from the parent directory of where all the spreadsheet files for Amazon are kept. This is because it also creates a Properties file that will keep track of the directories and settings selected, so that when you start the program it will automatically use those settings so you don't have to set them up again. The details of the Properties file will be explained in a later section.

The program also contains some additional test commands that run pieces of the code for test verification. These are not accessible from the GUI, but are provided by using Command-line Options. When running from the command line, the program will only perform the actions of the Options that are supplied on the command line. An example of this would be:

```
java -jar AmazonReader-1.2.jar -s testfile.ods -l 1 true -c clip1.txt -u -save
```

Note that multiple options (each option command starts with a '-' char) can be placed in a single command line. This command, for instance, would select the spreadsheet file 'testfile.ods' and load the 1st tab into memory while performing a verification that the header information contained in the file is valid. Then it would read in and parse the information from the clipboard file 'clip1.txt' (rather than reading directly from the clipboard) and update the the spreadsheet image with any new entries it gathered from it. It would then save the updated image back to the spreadsheet file.

For more extensive testing, it is rather cumbersome to write all the option commands you want to perform on a single command line. But because the command line operation executes the command options as given and then exits, there is no way to execute sequential commands where the next command depends on the previous command, unless each command only depends on the state of the spreadsheet file and you make sure to save changes back to the file at the end of each command to make sure the next one gets those changes. This can be done, but is a slow process since it takes a several seconds for each saving and reloading of the spreadsheet file. This can be better accomplished by using the Program operation mode. In this mode, you create a script file of what you want to execute, then pass that as the only argument to the program. It will then execute all the program statements sequentially before exiting. There are also program flow statements that allow you to perform loops and conditionals, as well as variable parameters for manipulating any data captured and testing it for validation. The format for this operation is:

```
java -jar AmazonReader-1.2.jar -f myscript.scr
```

Properties File

The Properties file is a file that is used to keep track of settings that are made with the command options so that it can remember these settings from previous calls. It is created (and updated) when you run AmazonReader.jar and will be placed in the directory you execute the AmazonReader.jar file from (NOT where the jar file exists, but where you run the command from). This way, each location you execute from can have its own set of parameters that it remembers. The file is a hidden file in a hidden directory called: .amazonreader/site.properties. It contains a list of the settings to be maintained each time the program is run with each having 2 parts: the identifier tag and the value. An example file is as follows:

```
#---No Comment---
#Sun Mar 30 10:01:38 EDT 2025
DebugFileOut=debug.log
MaxLenDescription=100
MsgEnable=0x2F
PdfPath=/home/dan/Records/Finance/Credit_card_statements/2025/Chase_VISA_3996
SpreadsheetFile=NewTest.ods
SpreadsheetPath=/home/dan/Records/Finance/Amazon/Testing
SpreadsheetTab=0
TestFileOut=/home/dan/Records/Finance/Amazon/Testing/logs/test.log
TestPath=/home/dan/Records/Finance/Amazon/Testing
```

Note that it contains a comment line that shows the last date and time the file was updated. Every time one of the settings is changed by the running program. The definitions are:

DebugFileOut

Defines the file name to output debug messages to in GUI mode. The file path is set to the value of **SpreadsheetPath**. If none, output will go to standard out. (not set by any command, must be set manually)

MsgEnable

Selects the debug messages that are enabled (set by the **-d** option and from the selections made on the GUI panel)

MaxLenDescription

Defines the maximum character length to allow for the Description field when extracting content from the clipboard to the spreadsheet. (not set by any command, must be set manually)

PdfPath

Defines the path to read the PDF file from. If not defined, it will use the current directory. (set by the **-p** option and when selecting the PDF file from the GUI)

SpreadsheetPath

Defines the path to read the Spreadsheet file from. If not defined, it will use the current directory. (set by the **-s** options and when selecting the Spreadsheet file from the GUI)

SpreadsheetFile

Defines the name of the Spreadsheet file to read (set by the **-s** option and when selecting the Spreadsheet file from the GUI)

SpreadsheetTab

Defines the starting tab number of the Spreadsheet file to load (0 for 1st tab). (set by the **-t** option and when the GUI or a command selects tab 0 or 1 when updating the spreadsheet from the Clipboard file using **-u** option or PDF file using **-p** option)

TestPath

Defines the path of the TestFileOut location. (set by the **-o** option)

TestFileOut

Defines the file name to output debug messages to when running from a program script. (set by the **-o** option)

Data Format Descriptions

The following indicates the format for the different categories of elements used in creating a program. The **brown** color represents hardcoded character values and **green** indicates one of the other defined data types. Braces { } can hold multiple values, each separated by a pipe (|) character. Optional elements are indicated by **red type**. If multiple occurrences of elements are permissible, a subscript will follow the bracket containing the number of the number of repetitions allowed. Note that the braces, brackets, pipes and subscripts are not part of the format, they are just for conveying info about the format. Also, when an optional DblQuote or ParenLeft is used, the corresponding ending DblQuote or ParenRight must also be used.

Basic definitions

Printable	ASCII char 0x21 , 0x23 – 0x7E	(exclude space and double quote)
WS	{ ASCII char 0x20 } _{1-N}	(whitespace)
Underscore	{ _ }	
Dash	{ - }	
Comma	{ , }	
DblQuote	{ “ }	
LParen	{ (}	
RParen	{) }	
LBracket	{ [}	
RBracket	{] }	
MathOp	{ + - * / % }	
BitOp	{ AND OR XOR NOT ROR ROL }	
CompSign	{ == != > < >= <= }	
DecDigit	{ 0-9 }	
HexDigit	{ 0-9 A-F a-f }	
LowerAlpha	{ a-z }	
UpperAlpha	{ A-Z }	
Alpha	{UpperAlpha LowerAlpha}	
NumericHex	0x {HexDigit} ₁₋₈	
NumericDec	- {DecDigit} ₁₋₁₀	
NumericLong	- {DecDigit} ₁₋₁₉	
UnquotedStr	{Printable} _{1-N}	
QuotedStr	“ {Printable WS} _{0-N} ”	

Simple Data type definitions

Boolean	{ TRUE FALSE true false 1 0 }
Integer	{NumericLong NumericDec NumericHex ParamRef}
Unsigned	{NumericDec NumericHex ParamRef}
String	{UnquotedStr QuotedStr ParamRef}

Multi-element Data type definitions (whitespace is ignored between elements)

IntArray	Integer { , Integer } _{0-N}
StrArray	String { , String } _{0-N}

Left-side entity definitions

Cmd	{UpperAlpha} _{1-N}	(from a defined list)
Option	- LowerAlpha {LowerAlpha DecDigit} _{1-N}	(from a defined list)
ParamName _{STR}	{Alpha} {Alpha DecDigit _ } ₀₋₁₉	
ParamName _{INT}	I_ {Alpha DecDigit _ } ₁₋₁₈	
ParamName _{UNS}	U_ {Alpha DecDigit _ } ₁₋₁₈	
ParamName _{BOOL}	B_ {Alpha DecDigit _ } ₁₋₁₈	
ParamName _{SARR}	L_ {Alpha DecDigit _ } ₁₋₁₈	
ParamName _{IARR}	A_ {Alpha DecDigit _ } ₁₋₁₈	

Right-side entity definitions

ParamValue	{Integer Unsigned Boolean String IntArray StrArray}	
ParamRef	\$ ParamName	
	\$ ParamName _{STR} [NumericDec [- NumericDec]]	(returns partial String)
	\$ ParamName _{SARR} [NumericDec]	(returns String entry)
	\$ ParamName _{IARR} [NumericDec]	(returns Integer entry)
	\$ { ParamName _{STR} ParamName _{SARR} ParamName _{IARR} }.LENGTH	(returns Integer length)
	\$ { ParamName _{STR} ParamName _{SARR} ParamName _{IARR} }.ISEMPTY	(returns Boolean)
	\$ ParamName _{STR} . { UPPER LOWER }	(returns converted String)
	\$ ParamName _{SARR} . { FIRST LAST }	(returns String entry)
	\$ ParamName _{IARR} . { FIRST LAST }	(returns Integer entry)
CalcSegment	(Integer {MathOp Integer} ₁₋₈)	(for Integers)
	(Unsigned { {MathOp BitOp} Unsigned} ₁₋₈)	(for Unsigned)
Calculation	{ ({CalcSegment}) } ₁₋₈	

Command line formats (whitespace is ignored between elements in a command)

General cmd	{Cmd} {ParamValue} _{0-N}
FOR cmd	FOR ParamName = Integer ; CmpSign ParamValue ; Integer
IF cmd	IF ParamName CompSign ParamValue
WHILE cmd	WHILE ParamName CompSign ParamValue
OptCommand	RUN { Option {ParamValue} _{0-N} } _{0-N}
Assignment	SET ParamName = Calculation

Command Line Mode

Command-line Options are defined for performing some of the Amazon Logger actions. Some have associated arguments and others do not, but all are denoted by beginning with a '-' character. This is because they are also available as command line arguments as well as being used in a program script. They can be concatenated in a command line. That is, you can place more than one command line option in one line of the script. In the *Option* command list that follows, the list of arguments is indicated and each argument will begin with a character and an underscore (_). The leading character of the argument name will indicate the data type of the argument allowed:

-d *U_flags*

Sets the debug messages that are enabled.

-s *S_file*

Sets the Spreadsheet filename to load (must be an .ods file)

-l *U_numTabs B_chkHeader*

Loads the selected Spreadsheet file tabs into memory (if chkHeader true, verify the header format is valid and classify the columns for use). All operation work on this *image*.

-t *U_tab*

Sets the tab of the current Spreadsheet to use in operations

-c *S_file*

Reads the Clipboard file selection (uses a file instead of clipboard in reading Amazon orders)

-u

Updates the spreadsheet from the clipboards

-p *S_file*

Selects and loads the PDF file to read and mark off the items processed in the spreadsheet *image*

-o *S_file*

Sets the file to output the debug messages to (*S_file* is optional: if omitted, msgs go to stdout)

-save

Saves the current image info to the spreadsheet file and reloads the file back into memory

-date *L_dateFields*

Converts the list of fields into a date (assumes the date is in the future if a relative date given)

This command will return the response in the *\$RESPONSE* parameter

-datep *L_dateFields*

Converts the list of fields into a date (assumes the date was in the past if a relative date given)

This command will return the response in the *\$RESPONSE* parameter

-default *U_numTabs B_chkHeader*

Sets the Spreadsheet path, file and tab selections from the Properties File settings (which will be set to the last values previously used) and then loads the spreadsheet using the same arguments as the -l option. This keeps you from having to specify the -s and -t options every time you want to load a spreadsheet file.

-maxcol

Returns the number of columns defined in the current spreadsheet tab selection in the *\$RESPONSE* parameter

-maxrow

Returns the number of columns defined in the current spreadsheet tab selection in the *\$RESPONSE* parameter

-setsize *U_cols U_rows*

Resizes the spreadsheet image to the specified number of columns and rows

-find *S_orderNum*

Finds the first row containing the specified Amazon Order Number and returns it in the *\$RESPONSE* parameter

-class *U_cols U_rows*

Gets the Class type of the cell in the current tab selection of the current spreadsheet image at the specified column and row location and returns it in the *\$RESPONSE* parameter

-color *U_cols U_rows U_Mocolor*

Sets the background color of the specified spreadsheet image cell location to the specified color of the month (*U_Mocolor* must be a value from 1 to 12 for the month, 0 for white, or -1 for black)

-RGB *U_cols U_rows U_RGBcolor*

Sets the background color of the specified spreadsheet image cell location to the specified RGB color (6 hex digits representing 2 digits Red, 2 digits Green, 2 digits Blue)

-HSB *U_cols U_rows U_HSBcolor*

Sets the background color of the specified spreadsheet image cell location to the specified color of the month (6 hex digits representing 2 digits Hue, 2 digits Saturation, 2 digits Brightness)

-cellget *U_cols U_rows*

Returns the text data contained in the specified cell location of the current spreadsheet image and returns it in the *\$RESPONSE* parameter

-cellclr *U_cols U_rows*

Clears the text contained at the specified cell location of the current spreadsheet image

-cellput *U_cols U_rows L_textFields*

Sets the text at the specified cell location of the current spreadsheet image to the fields specified

Note that all files are referenced from the current test path that is specified in the Properties file. The definitions for the data types above are:

U – unsigned 32-bit integer

I – signed 64-bit integer

B – boolean (true or false, or 1 for true and 0 for false)

S – string field (single word, no spaces)

L – field list (may have spaces, such as a series of words, but can be a single word)

Program Mode

Statements

A program consists of a series of statements, some of which are for performing specific actions, some are for control of the program flow, and others are for documenting the operation being performed.

There are 4 types of statements that are allowed:

- Comments
- Command-line Options (see previous section for details)
- Program Commands
- Parameter Assignments

Comments

Comments are any statements that begin with the ‘#’ character (leading whitespace is allowed). These statements are ignored by the compiler.

Program Commands

DEFINE *ParamName* [, *ParamName*]_N

Defines one or more parameters to be used in the script. Parameters are comma separated if more than one is defined. All parameters must be defined before they can be used. Note that the parameter names define their type, so refer to the Parameters section for more details.

SET *ParamName* = *Calculation*

Refer to the Parameter Assignment statement for details (SET keyword is optional).

RUN *Option*

This will run the specified Command Option (or Options, as it can have sequential options in a single command). Refer to the *Command Line Mode* section for more information of the Command Options.

IF { *ParamName*_{INT} | *ParamName*_{UNS} } *CompSign* *Calculation*

IF { *ParamName*_{BOOL} | *Boolean* }

This is the basic conditional statement. It will verify whether the specified statement involving parameter *Param* is true or not. If so, the program proceeds to the next command line. If it is not true, it will proceed to the next **ELSE**, **ELSEIF** or **ENDIF** statement it finds. The *CompSign* value is one of { ==, !=, >=, <=, >, < }. The *Calculation* is dependant on the type of parameter. If the parameter is numeric (Integer or Unsigned), it must be an algebraic statement that can be composed of parameters, numbers, operations and parentheses. If it is a String type, it will only take a String value (quoted or unquoted) or another String parameter. If it is a Boolean type, *CompSign* and *Calculation* are omitted. Note that this last case can use a true or false to replace the Boolean parameter to allow forcing it to always or never branch (makes it easy to temporarily force a branch during testing).

If the condition was met and the code following the IF statement is executed, when it gets to an **ELSE** or **ELSEIF** statement it will jump to the **ENDIF** location.

ELSE

This takes no arguments and performs no action. It is simply a marker for where to redirect program flow if the condition wasn't met, and an indication to jump to the **ENDIF** if the previous condition was met. This also completes the conditionals, so there can be no **ELSEIF** following this command for the current **IF** level.

ELSEIF *ParamName CompSign Calculation*

This is the same as the **IF** statement in operation, but as an alternate condition if the previous **IF** or **ELSEIF** condition was not met.

ENDIF

This takes no arguments and performs no action. It is simply a marker for where to jump to when the previous conditions have concluded.

FOR *ParamName = InitValue ; CompSign EndValue ; StepValue*

This allows a series of commands to be repeated for a specified number of times. It has 3 argument sections, each separated by a semicolon. The format of the arguments is given by the *ForParams* entry in the *Data Format Descriptions* section. The first is the loop parameter name followed by an equals sign and the *InitValue* to initialize it to for its first pass through the loop. This can be either a hard-coded value or a parameter reference. The second section specifies the *EndValue* for the loop parameter – in other words, when this condition is met the loop will be exited. The *CompSign* value is one of { ==, !=, >=, <=, >, < }. The third and final section specifies *StepValue*, the increment size of the loop parameter (how much to add to it after each loop) and is optional. This value can be a positive or negative value and can also be a parameter reference. If omitted, the step size is an increase of 1. The loop name follows the same rules as for the String parameter, but must be different than any parameter name. Loops can also be nested, but the loop parameter name must be different for each loop. The loop parameter name can be reused once outside its current loop. Note that the loop will not run at all if the *InitValue* exceeds the conditions of the *EndValue*.

BREAK

This is used within the most recent **FOR** loop and will cause the program to jump to the next **ENDFOR** statement.

CONTINUE

This is used within the most recent **FOR** loop and will cause the program to jump to the following **NEXT** command, which will increase the loop parameter by the *StepValue* and then test to see if the *EndValue* condition has been met. If so, it will jump to the next **ENDFOR** statement, otherwise it will jump back to the beginning of the loop.

NEXT

This is used within the most recent **FOR** loop and will cause the program to increase the loop parameter by the *StepValue* and then test to see if the *EndValue* condition has been met. If so, it will jump to the next **ENDFOR** statement, otherwise it will jump back to the beginning of the loop.

ENDFOR

This takes no arguments and performs no action. It is simply a marker for where to jump to when the loop has completed.

Array-only commands

These commands are only available to StrArray (List) and IntArray parameters.

INSERT *ParamName_{SARR} String*

INSERT *ParamName*_{IARR} *Integer*

This command will insert the specified value at the beginning of the array.

APPEND *ParamName*_{SARR} *String*

APPEND *ParamName*_{IARR} *Integer*

This command will append the specified value at the end of the array.

MODIFY *ParamName*_{SARR} *DecValue* *String*

MODIFY *ParamName*_{IARR} *DecValue* *Integer*

This command will change the entry value at the index specified by *DecValue* to the specified value. It will cause an error to occur if the index value exceeds the size of the array.

REMOVE { *ParamName*_{SARR} | *ParamName*_{IARR} } *DecValue*

This command will remove the selected index entry from the array. It will cause an error to occur if the index value exceeds the size of the array.

TRUNCATE { *ParamName*_{SARR} | *ParamName*_{IARR} } *DecValue*

This command will remove the specified number of entries from the end of the array. If the value exceeds the size of the array, it will remove all entries from the array. The number of entries can be omitted, in which case it will only remove the last entry.

POP { *ParamName*_{SARR} | *ParamName*_{IARR} } *DecValue*

This command will remove the specified number of entries from the beginning of the array. If the value exceeds the size of the array, it will remove all entries from the array. The number of entries can be omitted, in which case it will only remove the first entry.

Parameter Assignments

Sets a parameter to the specified value. The value can be a concrete entry (such as 125 or "hello") or can be a parameter or a formula such as (\$RESULT * 4) + 23. Note that parameters in the formula must all be preceded with a '\$' and care must be taken to only assign numeric entries to the numeric parameters (I_, U_ and A_). If a String parameter value is assigned, it must contain a valid numeric value, or an error will occur. This is equivalent to the Parameter Assignment statement (SET keyword is optional). The following shows some examples:

```
Profit = "5000"
```

```
I_Value = ($U_Cost + $I_Tax) * ($Profit + 20)
```

```
I_Index = 22
```

The only assignments that can be done with String parameters is assignment to a concrete value, a String parameter (or portion of a String parameter using the bracketed version), or a concatenation of either concrete or parameter values using the '+' sign.

```
DisplayVal = "Hello"
```

```
Person = "everybody!"
```

```
Greeting = $DisplayVal + " " + $Person
```

Parameters

Parameters are a feature that allows data to be collected, manipulated, reported and used to allow commands to be issued with dynamically changing values. The format of all parameter names must begin with an alpha character (A-Z or a-z) and be composed of only alphanumeric characters and the underscore character. All parameters are case sensitive (Hench Param1 and param1 are distinctly different names). When defining a parameter, you simply use the name of the parameter to defined followed by an '=' sign and then the value to assign to it. When using a parameter in a command (or as the right-hand field of an assignment) you must preceed the name with a '\$' character to indicate you are specifying a parameter and not a String value.

There are 6 types of parameters that can be defined:

- *Integer* – they are 64-bit signed values defined by the name starting with “I_”
- *Unsigned* – they are 32-bit unsigned values defined by the name starting with “U_”
- *Boolean* – they are TRUE or FALSE values defined by the name starting with “B_”
- *String* – they are defined by default, the name starts with anything other than I_, B_, A_ or L_.
- *Array* – they are an array of Integer types that are defined by the name starting with “A_”
- *List* – they are an array of String types that are defined by the name starting with “L_”

Integers

Integers consist of either an optional sign followed by numeric digits, or “x” or “0x” followed by hexadecimal digits. If hexadecimal digits are represented, the value is taken as an unsigned 32-bit integer value having a range of 0x00000000 to 0xFFFFFFFF. *String* parameters can be assigned to an *Integer* parameter only if they follow the previous rule mentioned on the requirements for an *Integer* value. *Boolean* parameters can be assigned to an *Integer* parameter where a TRUE value will be converted to a 1 and FALSE to a 0. The following operations are allowed for *Integers*: { +, -, *, /, % }.

Operations

The operations for *Integers* work as follows:

- + Addition
- Subtraction
- * Multiplication
- / Integer division (truncates result)
- % Modulus (get remainder of integer division)

The operators are used as **Parameter = Value1 OP Value2** , where **Parameter** is the parameter being modified, **OP** is the specified operation and **Value** can either be an *Integer* or a Parameter having an *Integer* value.

Examples

```
I_Value = 127 * $I_Mult
I_FlagBits = 0x007F
```

Unsigned

Unsigned parameters consist of either numeric digits, or “x” or “0x” followed by hexadecimal digits. If hexadecimal digits are represented, the value is taken as an unsigned 32-bit integer value having a range of 0x00000000 to 0xFFFFFFFF. *String* parameters can be assigned to an *Unsigned* parameter only if they follow the previous rule mentioned on the requirements for an *Unsigned* value. *Boolean* parameters can be assigned to an *Unsigned* parameter where a TRUE value will be converted to a 1 and FALSE to a 0. The following operations are allowed for *Unsigned*: { +, -, *, /, % } and the following additional bitwise operators: { SHIFTL, SHIFTR, ROL, ROR, NOT, AND, OR, XOR }.

Operations

The operations for *Unsigned* are the same as for *Integers* as listed above.

The additional bitwise operators are used as follows (Note: the value must be an unsigned 32-bit value and the result of the operation will always keep the result as an unsigned 32-bit value):

ROL *bits* Rotate bits left by specified amount of *bits* (for N = 1 to 31, bit_N gets bit_{N-1} and bit₀ gets bit₃₁ value)
ROR *bits* Rotate bits right by specified amount of *bits* (for N = 0 to 30, bit_N gets bit_{N+1} and bit₃₁ gets bit₀ value)
NOT Invert all 1's and 0's
AND *value* bitwise AND with *value*
OR *value* bitwise OR with *value*
XOR *value* bitwise exclusive-OR with *value*

Examples

```
I_Value = 127 * $I_Mult  
I_FlagBits XOR= 0x007F
```

Booleans

Booleans consist of the values *TRUE* or *FALSE* (or *true* / *false*). If an *Integer* value is assigned to it, a 0 will be converted to *FALSE* and a 1 will be converted to *TRUE*, with any other value causing an error. If a *String* value is assigned to it, it must be composed of either the values *TRUE* or *FALSE* (case insensitive) or a numeric value that will again be interpreted as *FALSE* for 0 and *TRUE* otherwise. No operations are valid for *Booleans*, but it can take a *String* or *Integer* comparison value that returns a *Boolean* result.

Examples

```
B_Value = TRUE  
B_Value = $I_Value > 75
```

Strings

Strings consist of any ASCII printable character (values 0x20 – 0x7E), which may be enclosed in double quotes. If the String is to consist of multiple words, that is, some spaces will be included in it, you **MUST** enclose the String with quotes. If it is a single word, the quotes are optional. *Integers* and *Booleans* can be assigned to a *String* parameter (the Boolean value will be converted to “TRUE” or “FALSE”). Operations that are allowed for *Strings*: { +, CONCAT, TRUNCL, TRUNCR, LENGTH, UPPER, LOWER, SUB }.

Operations

The operations for *Strings* work as follows:

+ <i>StrVal</i>	Concatenate <i>StrVal</i> to the right of the current <i>String</i> value
.CONCAT <i>StrVal</i>	Concatenate <i>StrVal</i> to the right of the current <i>String</i> value
.TRUNCL <i>num</i>	Truncate <i>num</i> characters from the beginning of the <i>String</i> (remove chars to the left)
.TRUNCR <i>num</i>	Truncate to the first <i>num</i> characters of the <i>String</i> (eliminate all chars to the right)
.UPPER	Converts the <i>String</i> to all uppercase characters
.LOWER	Converts the <i>String</i> to all lowercase characters
.LENGTH	returns <i>Integer</i> length of the <i>String</i>

Examples

<i>MyString</i> = <i>First</i>	<i>MyString</i> is now: <i>First</i>
<i>MyString</i> = <i>MyString</i> .CONCAT <i>Second</i>	<i>MyString</i> is now: <i>FirstSecond</i>
<i>MyString</i> = <i>MyString</i> .TRUNCL 2	<i>MyString</i> is now: <i>rstSecond</i>
<i>MyString</i> = <i>MyString</i> .UPPER	<i>MyString</i> is now: <i>RSTSECOND</i>
<i>I_Length</i> = <i>MyString</i> .LENGTH	<i>I_Length</i> is now: 9

Arrays

Arrays consist of a comma series of 0 or more *Integer* values enclosed in braces. You can access (read or modify) any entry in the *Array* using the square brackets with the numeric index (starting at 0), such as **I_Value = \$A_Table[6]** to get the 7th value in the *Array* and assign it to the parameter I_Value. If an assignment is done to an *Integer* or the use in a command requires a *Integer* instead of an *Array* and the parameter is an *Array* type, only the 1st element will be used from the *Array* (element [0]). The valid operations for *Arrays* are: { ADD, REMOVE, PUSH, POP, SIZE, ISEMPY, LIST }.

Operations

The operations for *Arrays* work as follows:

.ADD IntVal	Add IntVal to the end of the current <i>Array</i> value (can optionally have space-separated additional values)
.REMOVE	Remove the last entry from the current <i>Array</i> value (value will be placed in \$RESPONSE)
.PUSH IntVal	Add IntVal to the beginning of the current <i>Array</i> value
.POP	Remove the first entry from the current <i>Array</i> value (value will be placed in \$RESPONSE)
.INSERT ix IntVal	Add IntVal to index ix of the current <i>Array</i> value
.SIZE	returns <i>Integer</i> number of entries in the <i>Array</i>
.ISEMPY	returns <i>Boolean</i> TRUE if the the <i>Array</i> is empty, FALSE otherwise

Examples

A_Table1 = { 22, 25, 27, 29 }	<i>A_Table1 is now: 22 25 27 29</i>
A_Table2 = \$I_Values 16	<i>A_Table2 is now: 10 16</i>
A_Table1.REMOVE	<i>A_Table1 is now: 22 25 27</i>
A_Table2.PUSH \$RESPONSE	<i>A_Table2 is now: 29 10 16</i>

Lists

Lists consist of a comma-separated series of 0 or more *String* formatted words enclosed in braces. You can access (read or modify) any entry in the *List* using the square brackets with the numeric index (starting at 0), such as **StrValue = \$L_Table[3]** to get the 4th value in the *List* and assign it to the parameter StrValue. The individual *String* element returned from a [x] nomenclature follows the same rules as any other *String*. If an assignment is done to a *String* or the use in a command requires a *String* instead of a *List* and the parameter is a *List* type, only the 1st element will be used from the *List* (element [0]). If the command requires or allows a *List* type, using the *List* name will supply the entire list of entries. The valid operations for *Arrays* are: { ADD, REMOVE, PUSH, POP, SIZE, ISEMPY, LIST }.

Arrays and *Lists* can also be assigned to a *Boolean* parameter using the element selection [x] to identify which element is being referred to (or will default to the 1st element).

When parameters are referenced in an assignment to a parameter or in a command as a replacement for a value, they must be preceeded by the '\$' character to indicate this. If the parameter is not found and the assignment is to a *String* or *List* parameter, the value will be accepted at face value. That is, if the command **StrParam = \$NotFound** is used and **NotFound** is not a defined parameter, the value of StrParam will be "\$NotFound".

Operations

The operations for *Lists* work as follows:

.SET ix StrVal	Modify element ix to the value StrVal
.REMOVE ix	Remove the ix entry from the current <i>List</i> value (value will be placed in \$RESPONSE)
.PUSH StrVal	Add StrVal to the beginning of the current <i>List</i> value
.POP	Remove the first entry from the current <i>List</i> value (value will be placed in \$RESPONSE)
.INSERT ix StrVal	Add StrVal to index ix of the current <i>List</i> value
.APPEND StrVal	Add StrVal to end of the current <i>List</i> value
.SIZE	returns <i>Integer</i> number of entries in the <i>List</i>
.ISEMPY	returns <i>Boolean</i> TRUE if the the <i>List</i> is empty, FALSE otherwise

Examples

```
L_Table1 = { This is a List sample }  
L_Table2 = Silly  
L_Table1.INSERT 3 $L_Table2  
L_Table2 = $L_Table2.POP  
B_Status = $L_Table2.ISEMPTY
```

```
L_Table1 is now: This is a List sample  
L_Table2 is now: Silly  
L_Table1 is now: This is a Silly sample  
L_Table2 is now:  
B_Status is now: TRUE
```