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String Package Documentation

This package provides comprehensive string manipulation utilities for MoonBit, including string creation, conversion, searching, and Unicode handling.

String Creation and Conversion

Create strings from various sources:

```
1
2  test "string creation" {
3
4      let chars = ['H', 'e', 'l', 'l', 'o']
5      let str1 = String::from_array(chars)
6      inspect(str1, content="Hello")
7
8
9      let str2 = String::from_iter(['W', 'o', 'r', 'l', 'd'] iter())
10     inspect(str2, content="World")
11
12
13     let empty = String::default()
14     inspect(empty, content="")
15 }
```

String Iteration

Iterate over Unicode characters in strings:

```

1
2  test "string iteration" {
3      let text = "Hello??
4
5
6      let chars = text iter() collect()
7      inspect(chars, content=["'H'", 'e', 'l', 'l', 'o', '??']")
8
9
10     let reversed = text rev_iter() collect()
11     inspect(reversed, content=["'??', 'o', 'l', 'l', 'e', 'H']")
12
13
14     let mut count = 0
15     let mut first_char = 'a'
16     text
17         iter2()
18         each(fn(idx, char) {
19             if idx == 0 {
20                 first_char = char
21             }
22             count = count + 1
23         })
24     inspect(first_char, content="H")
25     inspect(count, content="6")
26 }

```

String Conversion

Convert strings to other formats:

```

1
2  test "string conversion" {
3      let text = "Hello"
4
5
6      let chars = text to_array()
7      inspect(chars, content=["'H'", 'e', 'l', 'l', 'o']")
8
9
10     let bytes = text to_bytes()
11     inspect(bytes length(), content="10")
12 }

```

Unicode Handling

Work with Unicode characters and surrogate pairs:

```

1
2  test "unicode handling" {
3      let emoji_text = "Hello??World
4
5
6      let char_count = emoji_text iter() count()
7      let code_unit_count = emoji_text length()
8      inspect(char_count, content="11")
9      inspect(code_unit_count, content="12")
10
11
12     let offset = emoji_text offset_of_nth_char(5)
13     inspect(offset, content="Some(5)")
14
15
16     let has_11_chars = emoji_text char_length_eq(11)
17     inspect(has_11_chars, content="true")
18 }

```

String Comparison

Strings are ordered using shortlex order by Unicode code points:

```

1
2  test "string comparison" {
3      let result1 = "apple" compare("banana")
4      inspect(result1, content="-1")
5      let result2 = "hello" compare("hello")
6      inspect(result2, content="0")
7      let result3 = "zebra" compare("apple")
8      inspect(result3, content="1")
9  }

```

String Views

String views provide efficient substring operations without copying:

```

1
2  test "string views" {
3      let text = "Hello, World!"
4      let view = text[:][7:12]
5
6
7      let chars = view iter() collect()
8      inspect(chars, content=["'W'", "'o'", "'r'", "'l'", "'d'"])
9
10
11     let substring = view to_string()
12     inspect(substring, content="World")
13 }

```

Practical Examples

Common string manipulation tasks:

```
1
2  test "practical examples" {
3      let text = "The quick brown fox"
4
5
6      let words = text split(" ") collect()
7      inspect(words length(), content="4")
8      inspect(words[0] to_string(), content="The")
9      inspect(words[3] to_string(), content="fox")
10
11
12     let word_strings = words map(fn(v) { v to_string() })
13     let mut result = ""
14     for i, word in word_strings iter2() {
15         if i > 0 {
16             result = result + "-"
17         }
18         result = result + word
19     }
20     inspect(result, content="The-quick-brown-fox")
21
22
23     let upper = text[:] to_upper() to_string()
24     inspect(upper, content="THE QUICK BROWN FOX")
25     let lower = text[:] to_lower() to_string()
26     inspect(lower, content="the quick brown fox")
27 }
```

Performance Notes

- Use `StringBuilder` or `Buffer` for building strings incrementally rather than repeated concatenation
- String views are lightweight and don't copy the underlying data
- Unicode iteration handles surrogate pairs correctly but is slower than UTF-16 code unit iteration
- Character length operations (`char_length_eq`, `char_length_ge`) have $O(n)$ complexity where n is the character count