

CSC 491 / 391 Mobile Application Development for iOS II




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Strings in Swift

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Strings and Characters

- Goal: full and correct representation of Unicode characters
 - 143,859 characters, 2020, Unicode 13.0 
 - 16-bits not enough (needs 21 bits to represent all characters in Unicode)
- Fixed width representation of characters is wasteful
 - Most commonly used characters (ASCII) can fit in 8-bits
- Variable width representation of characters is more economical
 - More complicated operations on strings
 - Worth the trouble to conserve memory

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Strings in Swift

- Goals
 - Simplicity. Efficiency. Unicode correctness.
- Unicode correctness by default
 - Full support of Unicode
 - A character is a *grapheme*, not a *code point*
 - Graphemes can be of variable length
- String conforms to Collection of characters
 - All collection methods can be applied to strings
 - Random access by indices is expensive

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What is a Character?

- A user-perceived character

- A Swift character – a single extended *grapheme cluster*
 - Grapheme* – the smallest unit of a writing system of any given language
 - Grapheme cluster* – a cluster of code points, i.e., integer values, that form a grapheme.
- A character can be represented by one or more *code points* or *grapheme clusters*.
 - The representations are not unique**

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Unicode Encoding Schemes

- Code point – a value represent a position in the Unicode code space.
 - 17 planes of 65,536 (2^{16}) code points each
- Unicode scalar value – a unique 21-bit number for a character: 0x0 to 0x10FFFF
- Variable length encoding schemes
 - UTF-8: each character is encoded by 1 to 4 8-bit *bytes*
 - UTF-16: each character is encoded by 1 or 2 16-bit *code units*
 - UTF-32: each character is encoded by a single 32-bit *code points*

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Evolution of Characters

- ASCII, 1963
 - English alphabet, digits, punctuations, symbols
 - 128 code points (characters)
 - 7-bit integer
- Extended ASCII, 1987 (ISO-8859, Latin-1)
 - Characters in Latin script
 - Western European Languages
 - 256 code points (characters).
 - 8-bit integer
- Unicode 2.0, 1992
 - Encode most of world's writing systems
 - 65,536 code points
 - 16-bit integer
- Unicode 13.0, 2020
 - 154 modern and historic writing systems
 - 143,859 characters
 - 1,114,112 code points
 - 21 bits to encode the entire code space

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Strings and Characters

- A simple string

```
var str = "Hello!"
print(str.count)
for c in str {
    print(c, type(of: c))
}
```

```
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H Character
e Character
l Character
l Character
o Character
! Character
```

- And a surprise

```
str[0]
```

- **Error:** 'subscript' is unavailable

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Grapheme Clusters

- A Swift character is an *extended grapheme cluster*
 - A sequence of one or more Unicode scalars to produce a single human-readable character
- The character **é** can be produced in two ways
 - U+00E9 **é** (Unicode correct)
 - U+0065 U+0301 **e** (Most other languages)

```
let cafe1 = "caf\u{E9}"
let cafe2 = "cafe\u{301}"
cafe1.count
cafe2.count
cafe1 == cafe2
```

```
"café"
"café"
4
4
true
```

```
"café"
"café"
4
5
false
```

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Zero-Width Joint

- Zero-Width Joint (ZWJ) sequences
 - Formed with U+200D
- Flags, skin tone, professions
- 🧑 (woman), 🧑 (man), 🧑 (girl), 🧑 (boy)

```
var family = ""
family += "\u{200D}👤"
family += "\u{200D}👤"
family += "\u{200D}👧"
family.count
```

```
1
```

```
Adult
Adult + Adult
Family with 2 adults and 1 child
Family with 2 adults and 2 children
```

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Flag Emoji

- Flags consist of two regional indicator letters representing country codes

```
let usa1 = "🇺🇸"
let usa2 = "U" + "S"

usa1 == usa2

usa1.count
usa1.unicodeScalars.count
usa1.utf8.count
usa2.count
usa2.unicodeScalars.count
usa2.utf8.count
```

```
"🇺🇸"
"🇺🇸"
true
1
2
8
1
2
2
8
```

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Modifiers

- Skin tones
- Professions

```
let girl1 = "🧑"
let girl2 = "🧑" + "🏠"

let man = "🧑"
let aesculapius = "🏥"
let maleDoctor1 = "🧑" + "\u{200D}🏥"
let maleDoctor2 = "🧑" + "🏠" + "\u{200D}🏥"
```

```
🧑
🧑🏠
🧑
🏥
🧑🏥
🧑🏠🏥
```

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Strings

- Strings are not arrays of Characters
 - Unicode correct by default
 - Compact and space efficient representations
- Several different *views* of string
 - A collection of *characters* Most useful for app developers
 - A collection of *Unicode scalars*, UTF8's, UTF16's
- The length, indexes, and slices of a string are view dependent

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The Character View of Strings

- Views are read-only
- Support
 - Character count
 - Iterate

```
var str = "Héllo, Emoji!👋"
print("character count: ", str.count)
for v in str {
    print(v, type(of: v))
}
```

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The Character View of Strings

- Iterate reversed

```
for v in str.reversed() {
    print(v, type(of: v))
}
```

Output:

```
👋 Character
! Character
i Character
j Character
o Character
m Character
E Character
Character
, Character
o Character
l Character
l Character
é Character
H Character
```

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Using Index

- String.Index is not Int

```
str.startIndex
str.endIndex
str[str.startIndex]
str[str.index(after: str.startIndex)]
str[str.index(before: str.endIndex)]

let idx3 = str.index(str.startIndex, offsetBy: 3)
let idx10 = str.index(str.startIndex, offsetBy: 10)
str[idx3]
str[idx10]
let idx_3 = str.index(str.endIndex, offsetBy: -3)
str[idx_3]
```

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Advance Index

- Forward and backward. Must stay in bound.
- Comparable

```
var i = idx3
while i < idx10 {
    print(str[i], type(of: str[i]))
    i = str.index(after: i)
}

i = idx10
while i >= idx3 {
    print(str[i], type(of: str[i]))
    i = str.index(before: i)
}
```

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Runtime Performance of Indexing

- Not all indexing methods are equal in performance

```
for i in 3 ..< 10 {
    print(str[str.index(str.startIndex, offsetBy: i)])
}
```

```
var idx = str.index(str.startIndex, offsetBy: 3)
for _ in 3 ..< 10 {
    print(str[idx])
    idx = str.index(after: idx)
}
```

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Prefix, Suffix, and Substring

```
str.hasPrefix("Hello")
str.hasPrefix("Héllö")

str.hasSuffix("playground")
str.hasSuffix("!🇺🇸👉")

str.contains("play")
str.contains("Emoji")

str.range(of: "Hello")
if let range = str.range(of: "Héllö") {
    str[range]
}
```

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Substrings

```
let range = idx3 ..< idx10
str[range]
type(of: str[range])

str.substring(with: range)
str.substring(to: str.index(str.startIndex, offsetBy: 5))
str.substring(from: str.index(str.startIndex, offsetBy: 5))
```

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Modify Strings

```
var greeting = "-- Hello, Swift!"
if let range = greeting.range(of: "Hello") {
    greeting[range]
    greeting.replaceSubrange(range, with: "Ciao")
}
if let range = greeting.range(of: ",") {
    greeting.removeSubrange(range)
}

greeting.insert(",",
    at: greeting.index(greeting.startIndex, offsetBy: 7))
greeting.append(" 🇺🇸 ")
greeting += " 🇺🇸 "
```

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Format Strings

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Format Strings

- Using format strings similar to `printf`
`String(format: format_string, values, ...)`
- The basic formats
 - `%@` string
 - `%d %D` integer
 - `%f %F` floating-point
 - `%%` literal %
- Width and precision, both optional
 - `%w.f`

```
String(format: "%@ %d %f %.2f%",
    "abc", 300, 2.75, 82.2754)
```

Output:
abc 300 2.750000 82.28%

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Format String

- Padding and left adjust

```
String(format: "|%6d|%6d|", 12, 345)
String(format: "|%-6d|%-6d|", 12, 345)
String(format: "|%6.2f|%6.2f|", 1.2, 3.4567)
String(format: "|%-6.2f|%-6.2f|", 1.2, 3.4567)
```

```
String(format: "The current time is %02d:%02d", 10, 4)
```

Output:
12 12 | 345 |
1.20 3.46
1.20 3.46
The current time is 10:04

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Format String

- Other formats
 - `%u %u` unsigned integer
 - `%o %o` octal
 - `%x %X` hexadecimal
 - `%e %E` scientific notation

```
String(format: "%u", 123)
String(format: "%u", -123)
String(format: "Hexadecimal: 0x%04X", 456)
String(format: "Octal: 0o%040", 16)

String(format: "%E", 123400000.0)
String(format: "%e", 123400000.0)
```

Output:

```
123
4294967173
Hexadecimal: 0x01C8
Octal: 0o0020
1.234000E+08
1.234000e+08
```

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