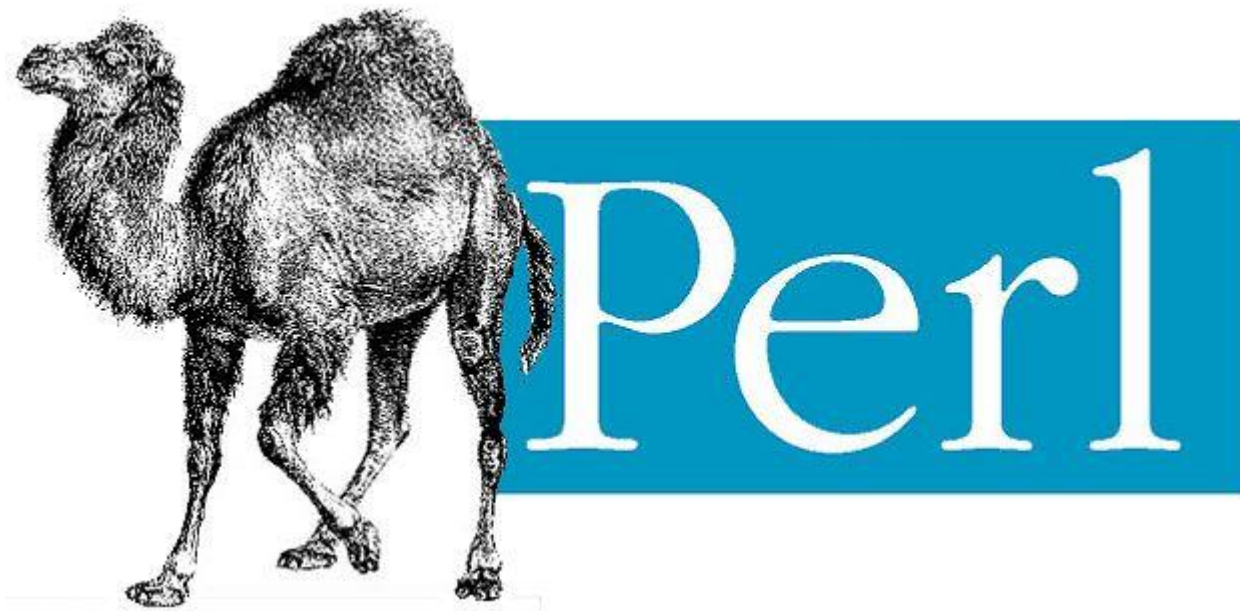


# Introduction to Perl



# Your friendly tutors ;)



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# Course Material

- Course material will be shared via owncloud and github
  - slides
  - ipython notebooks
  - exercises
  - solutions to exercises
  - cheat sheets
  - scripts
- you'll get homework exercises each day
  - we will share the solutions to the exercises the next day

# What you will learn in this course

## Day 1

- Intro & write first Perl program (Juliane)
- Data structures: scalars (Juliane)
- Control structures: if, else, elsif (Juliane)
- Intro to regular expressions (Juliane)
- More regular expressions (Liz)

## Day2

- Data structures: arrays (Liz)
- Data structures: hashes (Liz)
- Looping over arrays (Liz)
- More control structures: while, for, foreach (Brandon)
- Reading and writing files (Brandon)

## Day 3

- Subroutines and modularization (Brandon)
- Executing external programs within Perl (Brandon)
- Review of material, exercises, homework

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might be shifted Day1 -> Day2



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# The objectives of this course

Write simple (and later more sophisticated) Perl programs to perform tasks, like:

- Analyze data in text form (fasta, fastq, blast output -> all text files!)

Most often:

Program 1 output -> Perl script to change format of output -> input for Program 2

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- Be able to pick up more Perl and other programming languages more easily

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## Drawbacks:

- “There is more than one way to do it”
- processing files that aren’t text (images, audio files etc.) requires more advanced skills
- more people are starting to use Python – but don’t worry, if you know Perl, learning Python is much easier!


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-  your question, the top hit usually is literally the answer to your Perl problem

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- lots of great tutorials and forums for Perl:

<http://perldoc.perl.org>

<https://perlmaven.com/perl-tutorial>

<http://www.perlmonks.org>

<https://www.tutorialspoint.com/perl/>

Let's learn some Perl!





<https://login.mpi-bremen.de>



**Username:**

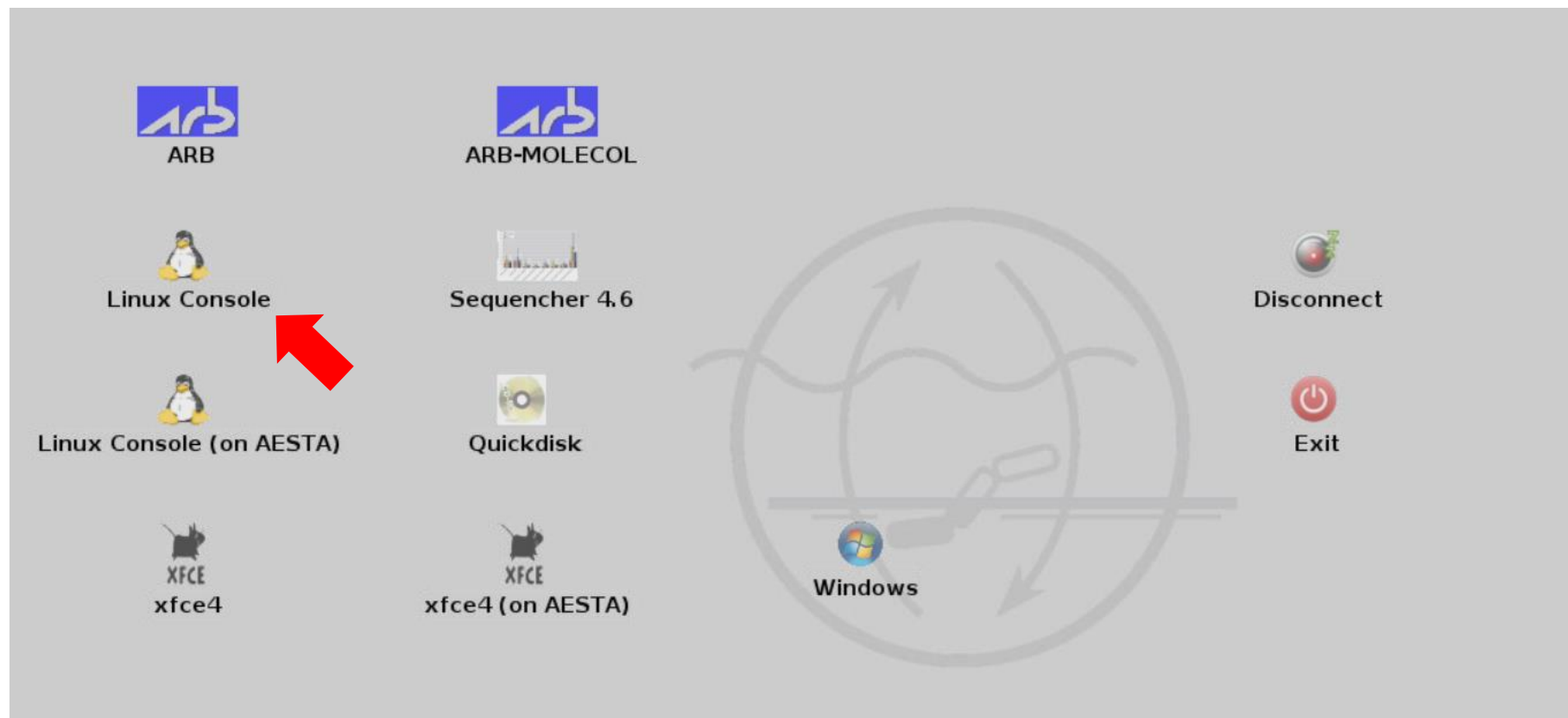
**Password:**

**Login**

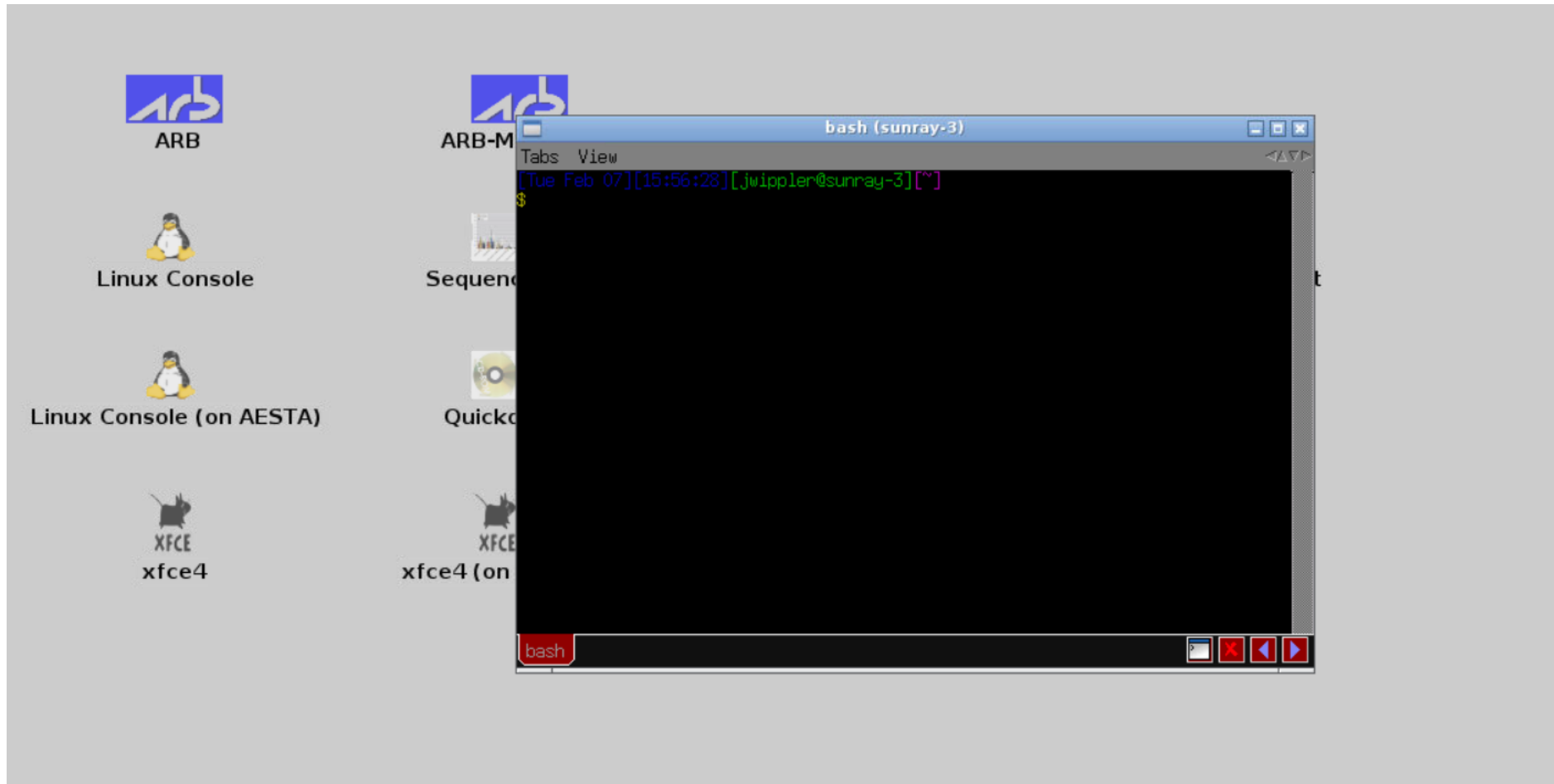
Version 4.4.0 (build 4775) on login.mpi-bremen.de

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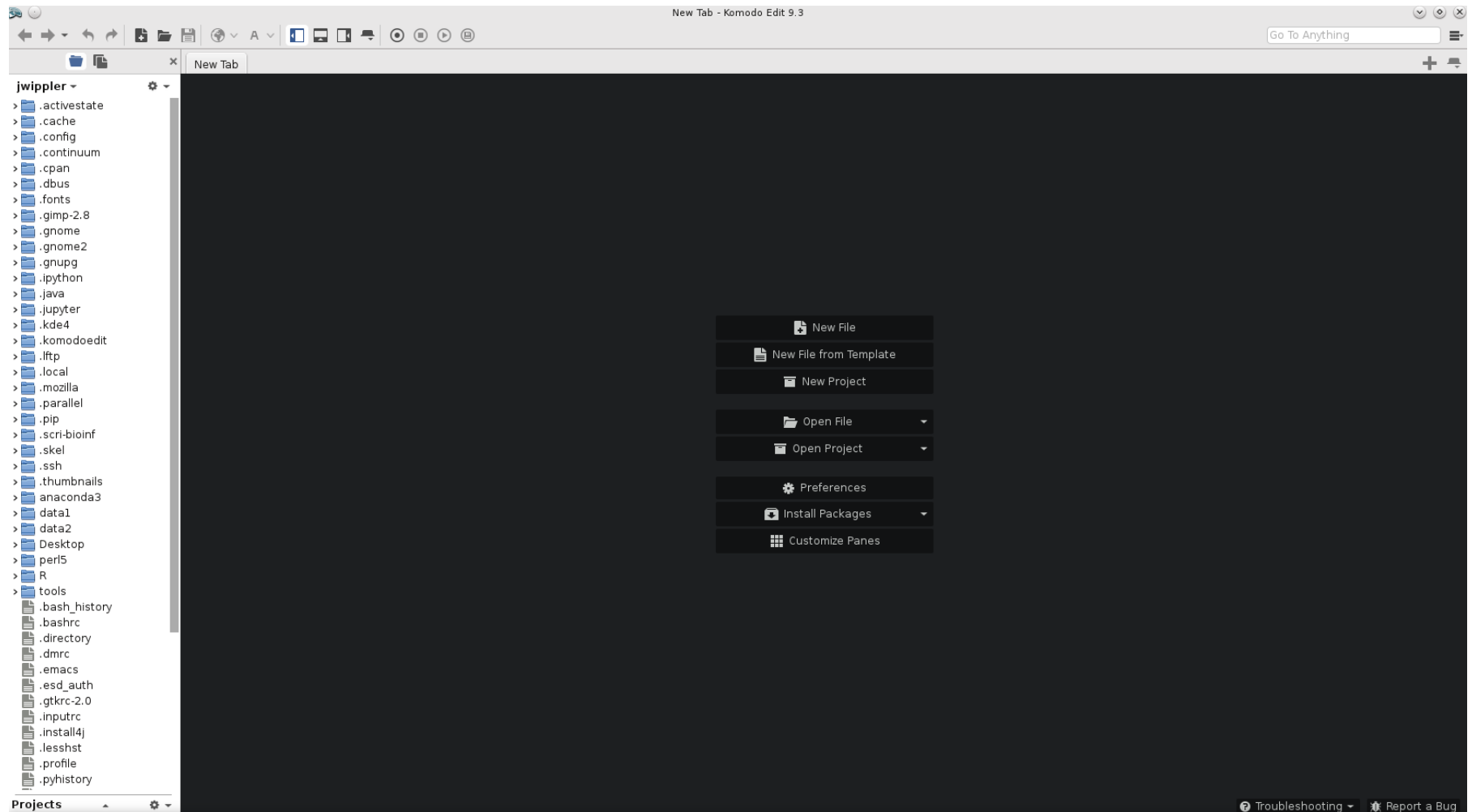
# log in & open console



# Open up a console



# Open a text editor e.g. Komodo



# Let's write our very first Perl program!

Perl programs are simple text files, so open up your text editor (not word processor!) and type:

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#!/usr/bin/perl
```

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Perl programs are simple text files, so open up your text editor (not word processor!) and type:

```
#!/usr/bin/perl
```

- This will ALWAYS be the very first line of any code you write
- It tells the computer where to find the interpreter (perl) that actually executes your code

If you have a typo in this line, or perl is located in an unusual location, you will get the error message:

```
bad interpreter: No such file or directory
```

# Say Hello! to the World

Now, let's add some instructions:

```
#!/usr/bin/perl
```

```
print "Hello, World!\n";
```

- Save the text file (e.g. `helloworld.pl`)
- Make it executable:

```
chmod u+x helloworld.pl
```

- Run the program `helloworld.pl`:

```
./helloworld.pl
```

# The print Statement

What does each element in our script do?

`\n` is a newline character

(special symbol that denotes the beginning of a new line)

`#!/usr/bin/perl`

`print "Hello, World!\n";`

function that  
let's you print  
stuff to screen

double quotes ""  
enclose the text you want to print

semicolons mark the end  
of each statement!



# Perl Pragmas

Add these three lines to your code:

```
#!/usr/bin/perl  
use strict;  
use warnings;  
use diagnostics;  
  
print "Hello, World!\n";
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```

`use strict`      = Perl pragma to restrict unsafe constructs  
                  -> this will help you avoid “unsafe” code

`use warnings`   = Perl pragma will show optional warnings that are otherwise disabled  
                  -> this will help you de-bug your code, by giving out more info

`use diagnostics` = gives longer description of warnings

# Commenting

**Comment your code! Better comment too much than too little!**

Anything behind a **#** will become a comment and is ignored by the interpreter, e.g.:

```
#!/usr/bin/perl
# written by Juliane Wippler 2016-02-08
use strict;
use warnings;

print "Hello, World!\n"; # print "Hello, World!" to screen
```

# Small Exercises

- Leave out the `\n` and run the script again. What changed and why?
- Modify the script to output this text instead:

Hello

World

!

# Scalar Data & Variables

Scalar data = single data values, like numbers and character strings,  
e.g.: 5, 134, 1e-10, hello, scalar

Scalar variable = variable that stores a scalar value



The scalar – a popular pet fish

# Scalar Variables

Variable = “container” that holds one or more values

**Scalar variable:** holds exactly one value

Non-scalar variables (arrays and hashes): can hold many values

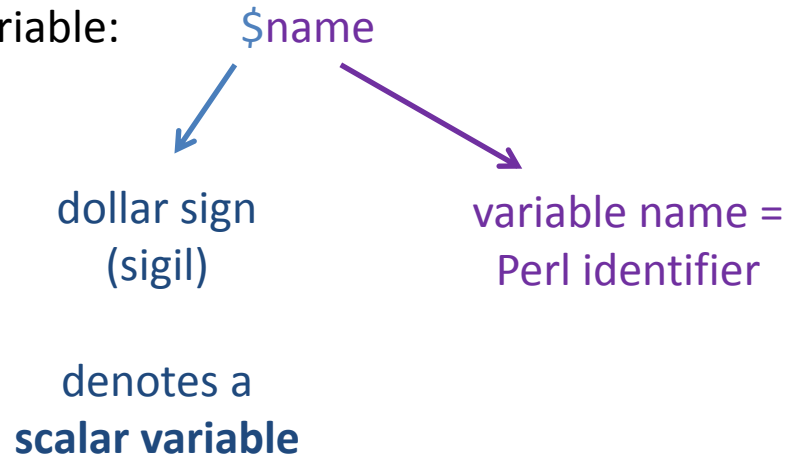
**The name of a variable is permanent**

**The value of a variable can change indefinitely:**

```
$variable1 = 3;  
$variable1 = 5;
```

# Notation of a Scalar Variable

This is a scalar variable:



# Naming Scalar Variables

## Mandatory rules for variable naming:

- may consist of alphanumeric characters and underscores
- can't start with a number (you will later see why)
- don't start with underscore (you will later see why)

`$sequence`      valid

`$seq_ID`      valid

`$sample3`      valid

`$3rd_sample`      not valid

`$_`      bad idea!



# Naming Scalar Variables

## Recommendations for variable naming:

- names should be descriptive and meaningful: `$r` and `$var1` are BAD names
- names shouldn't be endlessly long
- Avoid ALLCAPS (these can have special meaning, like `$ARGV`)
- Choose either underscores OR CamelCase, be consistent in style:

`$fasta_sequence`

`$fastaSequence`

`$seq_id`

`$seqID`

# Initializing Variables

The **first time** you use a variable, it should be declared using “my”:

```
my $sequence;  
my $GC_content;
```

# Assign Values to Variables


Perl assignment operator is the equals sign:

```
my $sequence = "ATCGATGG";  
my $Seq_ID = "contig_1";  
my $GC_content = 54;
```

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Perl assignment operator is the equals sign:

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my $GC_content = 54;
```



Don't forget the semicolon to  
mark the end of a statement!

# Scalar Data: Numbers

Numbers can be specified as:

**integers** (1, 2, 3, -5024) or

**floating-point numbers** = decimal numbers (1.35, 1.00, 7.5e4, -6.5e57, 1E-10)

Perl internally treats everything as double-precision floating-point values  
(precision up to the 16<sup>th</sup> decimal)

# Numeric Operators

Basic numeric operators work exactly as you would expect:

2	+	2;	addition
7.5	-	3;	subtraction
5	*	4;	multiplication
9	/	3;	division

# Auto-increment/Auto-decrement

Perl can automatically increase/decrease the value of a variable by 1.

This is extremely useful, e.g. for variables that keep count of something (flags)!

**Autoincrement operator:**

```
my $count = 3;
```

```
$count++;
```

```
print "The value of \$count is $count\n";
```

Will print: The value of \$count is 4

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the value of the variable is  
**interpolated** by Perl



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Autoincrement operator:

```
my $count = 3;
```

```
$count++;
```

```
print "The value of \
```

the backslash escape allows literal printing of \$



```
count\n";
```

Will print: The value of \$count is 4

# Auto-increment/Auto-decrement

Autodecrement operator:

```
my $count = 3;
```

```
$count--;
```

```
print "The value of \$count is $count\n";
```

Will print: The value of \$count is 2

# Scalar Data: Strings

Strings = sequences of characters ("hello", "R2D2", "I like trains!", "ACTGGTAAGG")

- Characters can be letters, digits, punctuation, whitespaces
- Can be any combination of any characters and of any length
- The shortest string has zero characters (empty string, null string)
- The longest string fills all of your available memory!

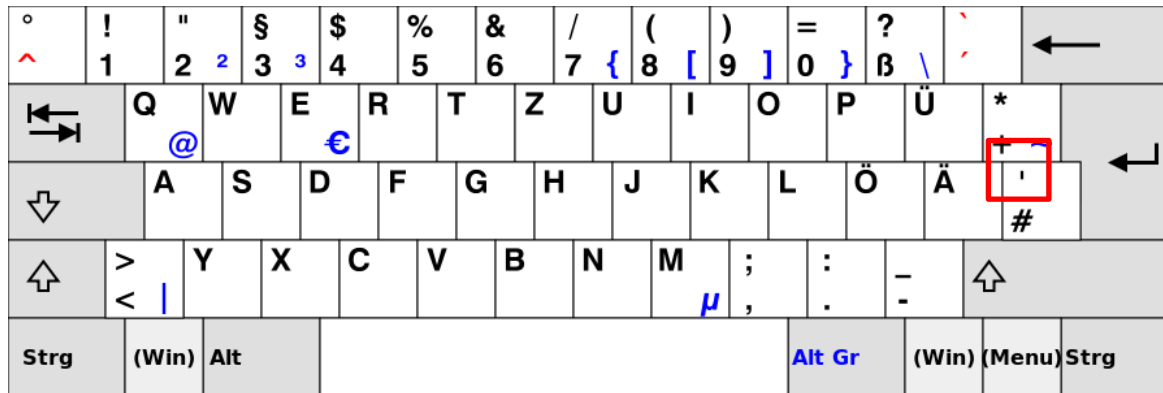
# Single Quotes vs. Double Quotes

Single-quoted string literal:

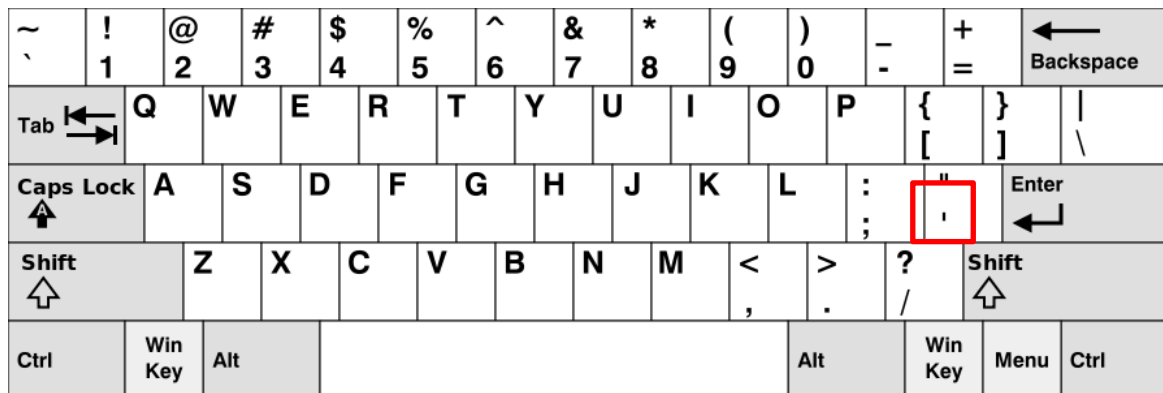
'TCGGGTAATCGATTGCA'

Double-quoted string (interpolated)

"TCGGGTAATCGATTGCA"



German keyboard



US keyboard

# Single Quotes vs. Double Quotes

Single-quoted string literal: 'TCGGGTAATCGATTGCA'



string

Null string: ''

# Single Quotes vs. Double Quotes

Single-quoted string literal: 'TCGGGTAATCGATTGCA'



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Null string: ''

- If ' and \ need to be part of a string, they need to be **escaped**
- Escaping is done by **adding a backslash \** in front:

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Single-quoted string literal: 'TCGGGTAATCGATTGCA'



string

Null string: ''

- If ' and \ need to be part of a string, they need to be **escaped**
- Escaping is done by **adding a backslash \** in front:

```
print 'Don\'t forget to escape the apostrophe with a backslash: \'';
```

will print: Don't forget to escape the apostrophe with a backslash: \

```
'\\'\\'
```

will print: '\'

# Single Quotes vs. Double Quotes

Add the following line to your Perl script:

```
print 'Don\'t forget to escape the apostrophe with a backslash: \\n';  
print "Don\'t forget to escape the apostrophe with a backslash: \\n";
```

- single quotes in first line
- double quotes in second line
- Run the script
- Compare the output from the two print statements
- What's the difference?



# Single Quotes vs. Double Quotes

Add the following line to your Perl script:

```
print 'Don\'t forget to escape the apostrophe with a backslash: \\n'  
print "Don\'t forget to escape the apostrophe with a backslash: \\\""
```

- single quotes in first line
- double quotes in second line
- Run the script
- Compare the output from the two print statements
- What do you notice?

**Backslash escapes like `\n` are ignored in single quotes!**

# Single Quotes vs. Double Quotes

Double quotes "" allow us to use special backslash escape characters:

Construct	Meaning
<code>\n</code>	Newline
<code>\r</code>	Return
<code>\t</code>	Tab
<code>\f</code>	Formfeed
<code>\b</code>	Backspace
<code>\a</code>	Bell
<code>\e</code>	Escape (ASCII escape character)
<code>\007</code>	Any octal ASCII value (here, 007 = bell)
<code>\x7f</code>	Any two-digit, hex ASCII value (here, 7f = delete)
<code>\cC</code>	A "control" character (here, Ctrl-C)
<code>\\</code>	Backslash
<code>\"</code>	Double quote
<code>\l</code>	Lowercase next letter
<code>\L</code>	Lowercase all following letters until \E
<code>\u</code>	Uppercase next letter
<code>\U</code>	Uppercase all following letters until \E
<code>\Q</code>	Quote non-word characters by adding a backslash until \E
<code>\E</code>	End \L, \U, or \Q

# String Operators

**Concatenation** of strings using the **.** operator

"ATCG" . "CCCG" is the same as "ATCGCCCG"

"ATCG" . ' ' . "CCCG" is the same as "ATCG CCCG"

"ATCG" . "\n" is the same as "ATCG\n"

# String Operators

**Repetition** of strings using the **x operator**

"ATCG" x 3

is the same as

"ATCGATCGATCG"

"ATCG" x (4+1)

is the same as

"ATCGATCGATCGATCGATCG"

5 x 4

is the same as

"5555"

4 x 5

is the same as

"44444"

# Numbers vs. Strings

Perl **automatically converts** between numbers and strings, depending on the operator:

5 × 4  
4 \* 5

is the same as

"5555"

is the same as

20

"Z" . 4 \* 5

is the same as

"Z20"

# Operators also work on Variables

```
my $GC = 36;  
my $AT = 100 - $GC;  
print "$AT\n";  
will print: 64
```

```
$sequence = $sequence . "GGGGTTTT";  
print "$sequence\n";  
will print: ATCGATGGGGGGTTTT
```

# Compound Assignment Operators

Compound assignment operators allow you to do this more concisely:

```
$sequence = $sequence . "GGGGTTTT";
```

is the same as:

```
$sequence .= "GGGGTTTT";
```

The same can be done with other operators, e.g.:

```
$number = $number + 1;      is the same as      $number += 1;
```

```
$number = $number * 2;      is the same as      $number *= 2;
```

# Printing Variables

Sometimes you want to print something directly following a variable.  
In that case, you can tell Perl explicitly where the variable name starts and ends:

```
print "${sequence}GGGGCTC\n";
```

will print: ATCGATGGGGGGGTTTT

```
print "The GC content is ${GC}%\n";
```

will print: The GC content is 64%



# Operator Precedence

Perl follows the common mathematical order: first multiplication, then addition

5 + 4 \* 3  
= 17

Parentheses have the highest precedence:

(5 + 4) \* 3  
= 60

Precedence of string operators is documented here:

<http://perldoc.perl.org/perlop.html#Operator-Precedence-and-Associativity>

# Operator Associativity

If operators with the same precedence level are resolved by associativity:

\* and / have left associativity:

36 / 6 \* 3 is the same as (36 / 6) \* 3

\*\* (exponentiation) has right associativity:

4 \*\* 3 \*\* 2 is the same as 4 \*\* (3 \*\* 2)

If you really need it, look up associativity here:

<http://perldoc.perl.org/perlop.html#Operator-Precedence-and-Associativity>

# Comparison Operators

Numbers and strings can be compared using comparison operators:

Comparison	Numeric	String
Equal	<code>==</code>	<code>eq</code>
Not equal	<code>!=</code>	<code>ne</code>
Less than	<code>&lt;</code>	<code>lt</code>
Greater than	<code>&gt;</code>	<code>gt</code>
Less than or equal to	<code>&lt;=</code>	<code>le</code>
Greater than or equal to	<code>&gt;=</code>	<code>ge</code>

# Comparison Operators

Comparison operators return a **TRUE** or **FALSE** value:

35 **!=** 34;

is TRUE

35 **!=** 30 + 5;

is FALSE

35 **==** 35.0;

is TRUE

'35' **eq** '35.0';

is FALSE

'ATCTCG' **ne** 'ACCCCG';

is TRUE

Boolean Values

# Comparison Operators

Comparison operators return a **TRUE** or **FALSE** value:

35 != 34;	is TRUE
35 != 30 + 5;	is FALSE
35 == 35.0;	is TRUE
'35' eq '35.0';	is FALSE
'ATCTCG' ne 'ACCCCG';	is TRUE

} Boolean Values

note string context!

# The if Clause

Perl can make decisions based on, e.g. the outcome of comparing two values:

```
if (condition) {  
    do something;  
}
```

# The if Clause

Perl can make decisions based on, e.g. the outcome of comparing two values:

```
if (condition) {  
    do something;  
}
```

Perl will execute an if statement, if the condition is **TRUE**

```
my $sequence_1 = "ATCG";  
my $sequence_2 = "ATCG";  
if ($sequence_1 eq $sequence_2) {  
    print "Sequences are identical\n";  
}
```

# Perl Style Conventions: Indentation

```
if ($sequence_1 eq $sequence_2) {  
    print "Sequences are identical\n";  
}
```

close braces on a separate line  
&  
align vertically with the  
beginning of the block

indent the contents of the block



# The else Clause

```
if (condition) {  
    do something;  
} else {  
    do something else;  
}
```

The `else` keyword lets you define what happens if the condition isn't met or is FALSE

# The else Clause

```
my $sequence_1 = "ATCG";  
my $sequence_2 = "ATCg";  
  
if ($sequence_1 eq $sequence_2) {  
    print "Sequences are identical\n";  
} else {  
    print "Sequences are not identical\n";  
}
```

The `else` keyword lets you define what happens if the condition isn't met or is FALSE

# Boolean Values in Variables

Boolean values can also be stored in a scalar variable:

```
my $compare1 = "ATCG" eq "ATCG";  
my $compare2 = "ATCG" eq "AAAA";
```

Do something if Boolean value = TRUE:

```
if ($compare1) {  
    print "Sequences are identical\n";  
}
```

will print: Sequences are identical

# Boolean Values in Variables

Boolean values can also be stored in a scalar variable:

```
my $compare1 = "ATCG" eq "ATCG";  
my $compare2 = "ATCG" eq "AAAA";
```

Do something if Boolean value = TRUE:

```
if ($compare1) {  
    print "Sequences are identical\n";  
}
```

will print: Sequences are identical

Do Something if Boolean value = FALSE:

```
if (! $compare2) {  
    print "Sequences don't match\n";  
}
```

will print: Sequences don't match

# Logical Operators

Perl has logical operators to work with Boolean TRUE/FALSE values:

`&&` = AND

`||` = OR

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`||` = OR

```
if (condition_1 && condition_2) {  
    print "Both conditions are true! ";  
} elsif (condition_1 || condition_2) {  
    print "At least one or the other condition is  
true";  
}
```

# Logical Operators

Perl has logical operators to work with Boolean TRUE/FALSE values:

&& = AND  
|| = OR

Example:

```
if ( ($GC >= 40) && ($GC <=60) ) {  
    print "GC content is between 40% and 60%\n";  
}
```

# The elsif Clause

This can be used to check a number of conditional expressions one by one:

```
if (condition 1) {  
    do something;  
} elsif (condition 2){  
    do something else;  
} elsif (condition 3){  
    do another thing;  
} else {  
    do when all other conditions fail;  
}
```



# Variable Scope

my \$var is valid within the enclosing block

If it's not enclosed in a block it is valid throughout the code

You can put your code into a “naked block” to limit the scope of the variable:

```
{  
my $variable = 5;  
print "$variable\n";  
}
```

# Regular Expressions

Regular expressions (**RegEx**) let us write patterns to match strings, so we can do things like:

- Match each line that begins with an A and end with a T
- Check if there is DNA sequence with non-standard characters
- Check if I'm looking at a DNA or a protein sequence
- Find any lines that contain the string "Bacillus subtilis" or "Bacillus anthracis"
- Count all lines that have the string "recA" in them

**RegEx are used for pattern matching**

# Regular Expressions

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if (/GGA/) {  
    print "It matched!\n";  
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if (/GGA/) {  
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}
```

What parts of the string will be matched?

AGGATAGGATATTA

We'll learn about  
global matching later

# Regular Expressions

special variable  
that holds input  
values and values for  
pattern matching

RegEx pattern

```
$_ = "AGGATAGGATATTA";  
if (/GGA/) {  
    print "It matched!\n";  
}
```

match operator



# Regular Expressions

Whitespaces matter!

`/GGA/`  $\neq$  `/G GA/`

Capitalization matters!

`/GGA/`  $\neq$  `/gga/`

# Regular Expressions

The match operator `//` is similar to double quotes `""`

Special backslash-escaped characters, like `\n` (newline), `\t` (tab), `\s` (whitespace) work:  
`/Hello\tWorld/` will match `"Hello\tWorld"`

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Special backslash-escaped characters, like `\n` (newline), `\t` (tab), `\s` (whitespace) work:  
`/Hello\tWorld/` will match `"Hello World"`

Variables are interpolated:

```
my $word = "World";  
/Hello\s${word}/
```

 will match `"Hello World"`

# Regular Expressions

Matching character types:

<code>\w</code>	matches any <i>single</i> character classified as a “word” character (alphanumeric or “_”)
<code>\W</code>	matches any non-“word” character
<code>\s</code>	matches any whitespace character (space, tab, newline)
<code>\S</code>	matches any non-whitespace character
<code>\d</code>	matches any digit character, equiv. to [0-9]
<code>\D</code>	matches any non-digit character

# Regular Expressions

If you leave the match operator empty `//`, it will match any string!

# Some RegExercises

First, write the following pattern matching program, save it as `check_match.pl`, and make it executable:

```
#!/usr/bin/perl
use strict;
use warnings;
use diagnostics;

while (<STDIN>) {
    chomp;
    if (/YOUR_PATTERN_HERE/) {
        print "Matched!\n";
    } else {
        print "No match :(\n";
    }
}
```

# Some RegExercises

First, write the following pattern matching program, save it as check\_match.pl, and make it executable:

```
#!/usr/bin/perl  
use strict;  
use warnings;  
use diagnostics;
```

This let's you read user input from the command line  
(this will be explained more later)

```
while (<STDIN>) {  
    chomp;  
    if (/YOUR_PATTERN_HERE/) {  
        print "Matched!\n";  
    } else {  
        print "No match :(\n";  
    }  
}
```

This will remove the invisible newline character \n

# check\_match.pl

You can use this script by piping strings to match into it with echo:

```
echo "blablabla" | ./check_match.pl
```

Or by reading text from a file into it:

```
./check_match.pl < file.txt
```



# Some RegExercises

Work with example GenBank file: [example\\_genbank.gbk](#)

- Modify your check\_match.pl script to match the string "CDS"
- How many CDS does the GenBank file contain?  
(hint: use a count variable and autoincrement to count the number of matches)

# RegEx Metacharacters

## For building more sophisticated RegEx

If you need to use any of these as literals, use the backslash \ escape!

Metacharacter	Matches
^	beginning of string
\$	end of string
.	any character except newline
*	match 0 or more times
+	match at least once
?	match 0 or 1 times; <i>or</i> : shortest match
	alternative
( )	grouping; “storing”
[ ]	set of characters

# Examples of Metacharacters in use

`/^Hello/` matches "Hello, World!" but not "World, I say Hello"

`/Hello$/` matches "World, I say Hello" but not "Hello, World!"

`/H.llo/` matches "Hello", "Hallo", "H3llo", and "H\sllo"

`/Hel+o/` matches "Hello" and "HeIo", but also "HeIIIIIIIIIIo"

`/Hel?o/` matches "Hello", "HeIo", "Heo"

`/He|allo/` matches "Hello" and "Hallo"

# RegEx Repetition Operators

Define how many time something should be matched:

## Repetition operator

$a^*$

$a^+$

$a^?$

$a\{m\}$

$a\{m, \}$

$a\{m, n\}$

## Matches

zero or more  $a$ 's

one or more  $a$ 's

zero or one  $a$ 's (i.e., optional  $a$ )

exactly  $m$   $a$ 's

at least  $m$   $a$ 's

at least  $m$  but at most  $n$   $a$ 's

# Examples of Repetition Operators

`/Hel{2}o/` matches "He||o"

`/Hel{2,}o/` matches "He||o", "He|||o", "He||||o" etc.

`/Hel{1,5}o/` matches "He|o", "He||o", "He|||o", "He||||o", "He|||||o"

# Regex Grouping

`/Hello+/` matches also `"Hellooooooo"`

Grouping helps to define what exactly should be matched one or more times:

`/(Hello)+/` matches `"HelloHelloHello"`



capture group

# Regex Grouping

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Grouping helps to define what exactly should be matched one or more times:

`/(Hello)+/` matches `"HelloHelloHello"`



capture group

The string matched by a capture group will automatically be saved in special variables:

`$1`

`$2`

`$3`

...

according to the position in the Regex pattern

# RegExercise

Modify your `check_match.pl` script and read `example_genbank.gbk` file into it:

- Enclose your pattern in parentheses (), e.g. `/(C)DS/`, and add the line  
`print "$1\n";`
- What is printed?
- Add another capture group, e.g. `/(C)D(S)/`
- print the values of each capture group



# Back Referencing

Back reference (\1):

You can match the pattern in parentheses again, e.g. this will match any character that appears again right next to itself:

`/(.)\1/`

This matches "Hello", "deep sea" (= any character twice)

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/(.)\1/
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The back reference does not have to immediately follow:

```
/(ll)ow\s.{1,3}\1/
```

This matches "Yellow Mellow" and "fellow swallow"

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The back reference does not have to immediately follow:

```
/(ll)ow\s.{1,3}\1/
```

This matches "Yellow Mellow" and "fellow swallow"

If you use multiple capture groups, each group gets its back reference (\1, \2, ...) similar to the \$1, \$2 etc. match variables

# RegEx Character Classes

Character class	Matches
<code>[characters]</code>	any of the characters in the brackets
<code>[\-]</code>	hyphen character “-”
<code>\n</code>	newline character (others like <code>\s</code> , <code>\d</code> , <code>\t</code> work too)
<code>\b</code>	match word boundary, e.g. <code>/word\b/</code> matches “word” but not “wordblub” or “blubword”
<code>[^something]</code>	any character <i>except</i> those that <code>[something]</code> denotes; that is, immediately after the leading “[”, the circumflex “^” means “not” applied to all of the rest
<code>[a-zA-Z]</code>	any lower case or upper case letter of the alphabet
<code>[0-9]</code>	any digits from zero to nine

# Match Modifiers

**Modifiers can be used to control the matching behavior:**

Case insensitive matching: `/RegExp/i`

“.” now also matches newline character: `/RegExp/s`

Allow whitespaces in the pattern: `/RegExp/x`

**Match modifiers can be combined**, e.g. `/RegExp/six`

Match at beginning of line: `/RegExp/A` (same as `^`)

Match at end of line: `/RegExp/Z` (same as `$`)

# The Binding Operator

So far, we matched against the string contained in Perl's special variable \$\_

However, we can also **match pattern on the right to the string on the left**:

```
string =~ /pattern/
```

For example:

```
if ($string =~ /^[^ACTG$]+/){  
    print "String is a nucleotide sequence\n";  
}
```

# The Automatic Match Variables

We already know two types of special Perl variables for matching:

<code>\$_</code>	Default storage of strings for matching
<code>\$1, \$2</code>	Storage of capture group values

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<code>\$_</code>	Default storage of strings for matching
<code>\$1, \$2</code>	Storage of capture group values

However, there are more special match variables:

<code>\$&amp;</code>	Stores that part of the string that actually matched the pattern
<code>\$` (back tick)</code>	Stores the string <b>before</b> the matched portion
<code>\$' (single quote)</code>	Stores the string <b>after</b> the matched portion



# Substring Manipulation

Substitution with s/// operator:

`s/RegEx/REPLACEMENT/`

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Substitution with s/// operator:

`s/RegEx/REPLACEMENT/`

```
$_ = "CDS";  
s/CDS/cds/  
print "$_\n";  
will print "cds"
```

- **Note that the value of the variable that holds the string will be changed!**
- Can be combined with match modifiers: /s /i /x etc.

# Substring Manipulation

Substitution with s/// operator:

s/RegEx/REPLACEMENT/

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$_ = "CDS";  
s/CDS/cds/;  
print "$_\n";  
will print "cds"
```

- **Note that the value of the variable that holds the string will be changed!**
- Can be combined with match modifiers: /s /i /x

To replace all matches within a string use global replacement with /g

```
s/CDS/cds/g;
```

# Substring Manipulation

Binding operator also works with substitutions to act on a string instead of \$\_:

```
$string =~ s/RegEx/REPLACEMENT/g;
```

We can use this e.g. to convert DNA to RNA:

```
my $sequence = "ATTGACTATA";  
print "DNA: $sequence\n";  
$sequence =~ s/T/U/g;  
print "RNA: $sequence\n";
```

Will print:

```
DNA: ATTGACTATA  
RNA: AUUUGACUAUA
```

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```
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```

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Binding operator also works with substitutions to act on a string instead of \$\_:

```
$string =~ s/RegEx/REPLACEMENT/g;
```

Note: the variable \$string is changed by this!

# Homework Exercises