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# Python in practice

## Day 2 - Strings

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# Characters & Strings

- Declaring strings can be done in two ways
  - `str = 'Hello World'`
  - `str = "Hello World"`
- Strings are an array of characters
  - Each character can be directly addressed using the same logic as array indexing
    - `str[0]` is 'H', `str[4]` is 'o'
  - Negative indexing can be used, when we want to count from the end
  - `str[-1]` gives "d", `str[-2]` gives "l"



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# **String Manipulation Operators**

# String Manipulation, Operators

- You already now `+` and `*` operators for numbers
- The `+` operator can be used to concatenate, or join two strings
- `s = 'foo'`
- `t = "bar"`
- `s + t` gives us `"foobar"`
- `print(s + t)` prints out `"foobar"`

# String Manipulation, Operators

- The `*` operator can be used to create multiples of the same string
- If a string is multiplied by an `n` integer, the result will be `n` joined copies of the string
  - `str * n` has the same result as `n * str`
  - If `n` is less than 1, the result is an empty string
- `s = "foo"`
- `s * 4` gives us `"foofoofoofoo"`
- `s * 0` and `-8 * s` both give us `" "`

# String Manipulation, Operators

- There are two new operators for strings
- The **in** operator returns True if the first operand is contained within the second, and False otherwise
- `s = "foo"`
- `s in "foobar"` returns True
- `s in "Python classes"` return False

# String Manipulation, Operators

- The pair of the **in** operator is **not in**
- The **not in** operator returns False if the first operand is contained within the second, and True otherwise
- `s = "foo"`
- `s not in "foobar"` returns False
- `s not in "Python classes"` return True



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# **Built-In String and Character Functions**



# Functions

- Python has built-in functions for working with text
  - `ord()` – Converts character to an integer
  - `chr()` – Converts an integer to a character
  - `len()` – Returns the length of a string
  - `str()` – Returns a string representation of an object

# Functions

- `ord()` – Converts character to an integer
  - Computers store data as numbers
  - For text, the easiest scheme is called ASCII
    - ASCII covers the standard Latin alphabet and the commonly used symbols
    - For these, `ord()` returns their ASCII value
  - For other characters, be it letters from other languages or emojis, `ord()` gives us the UNICODE value
- `ord('a')` returns 97 as the ASCII value of 'a' is 97
- `ord('1')` returns 49

# Functions

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	s
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]

# Functions

- `chr()` – Converts an integer to a character
  - The opposite of `ord()`
  - Works with ASCII and UNICODE
- `chr(97)` returns an 'a'
- `chr(128512)` gives an emoji 😊



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# Functions

- `len()` – Returns the length of a string
- `len("foo")` returns 3

# Functions

- `str()` – Returns a string representation of an object
  - Nearly any object can be represented as a string
- `str(42.069)` returns `'42.069'`
- `str(True)` returns `'True'`
- `str(math.e)` returns `'2.718281828459045'`
- You can also do operations inside the function
  - `str(18 + 24)` returns `'42'`

# Functions

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# Getting Parts of Strings



# Slicing

- You can get a part of a string with a starting and an end location, by slicing them
- The starting and end locations can be expressed by the indexes of the characters
- The starting is inclusive and the end is exclusive
  - This means that the specified start index will be in the sliced string while the end won't
- `s = "foobar"`
- `s[1:4]` gives oob

# Slicing

- If you want to get a slice starting from the start, you don't need to write the first index
- `s[0:5]` is the same as `s[:5]`
- Similar applies if you want the slice from a position till the end
- `s[1:len(s)]` is the same as `a[1:]`
- By leaving out both indices, you get back a reference for the original string

# Slicing

- You can also use the negative index numbers
- If you want to only leave off the last character, you can do it like this:  
`s[:len(s) - 1]` or with negative index: `s[:-1]`

# Slicing

- If you add a third number to slicing, you get every nth character of the string, starting from the first character of the slice
- `s = "foobarbaz"`
- `s[1:8]` returns "oobarba"
- `s[1:8:2]` will return "obra" as it selected **oobarba**
- `s[1:8:3]` returns "oaa" as it selected **oobarba**
- You can also use leave the start and end indices off as previously
- `s[::2]` will return "foabz" as it selected **foobarbaz**



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# **Putting Variables Into Strings**

# Interpolating Variables

- Putting variables into strings can be useful for showing data, or assembling arguments for other functions
- You don't have to get the string representation of a variable in order to put it in a string
- `n = 20`
- `m = 25`
- `prod = n*m`
- `print("The product of ' , n, ' and ' , m, ' is ' , prod);`
- `print(f'The product of {n} and {m} is {prod}');`



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## Built-in String Methods

# Built-In Methods

- Most built-in methods have very descriptive names, so We'll give examples, not a description
- The input string `s` will be "fooBar Baz"

Method	Output
<code>s.replace('r', 'z')</code>	fooBaz Baz
<code>s.capitalize()</code>	FooBar baz
<code>s.lower()</code>	foobar baz
<code>s.upper()</code>	FOOBAR BAZ
<code>s.swapcase()</code>	FOObAR bAZ
<code>s.title()</code>	FooBar Baz
<code>s.count('a')</code>	2



# Built-In Methods

- The input string `s` will be “fooBar Baz”

Method	Output
<code>s.endswith('Baz')</code>	true
<code>s.startswith('foo')</code>	true
<code>s.find('Bar')</code>	3

# Built-In Methods

- There are a few classifier methods

Method	Description
<code>s.isalnum()</code>	True, if all characters are alphanumeric
<code>s.isalpha()</code>	True, if all characters are alphabetic
<code>s.isdigit()</code>	True, if all characters are numbers

- There are more, but most are nichely used.