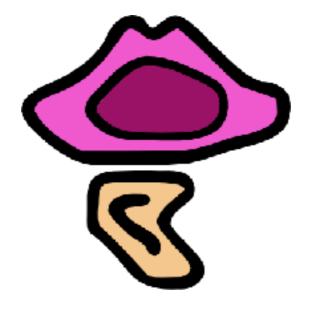
While we get ready to start:

- Log in (if you are using a desktop) and open Praat.
- Download the scripts from the Canvas site (Files > Session 2 > Scripts)

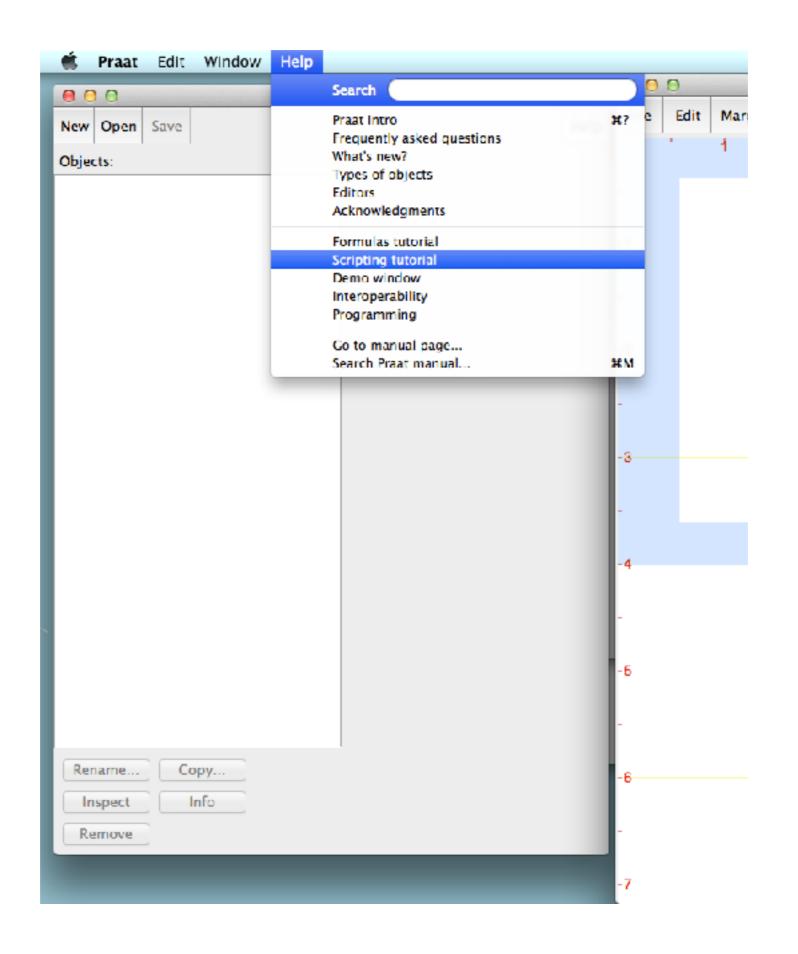
Praat scripting workshop

Session 2



Outline for today

- Variables
- Printing stored values
- Debugging



Quick quiz

- How do you add a comment to a Praat script?
- Why do we recommend to make extensive use of #?
- Name three Praat editors.
- What is the difference between writeInfoLine and appendInfoLine?

Variables

A more flexible greeting

```
# store the greeting in a string variable
# (more on these later)

greeting$ = "hello, world!"
writeInfoLine ( greeting$ )
```

A more flexible greeting

```
# or get it at run time in a form
 form Greet the nice user
      comment Please name the entity we should greet:
      text greeting
endform
writeInfoLine ( "hello, ", greeting$, "!" )
appendInfoLine ( "hello, " + greeting$ + "!" )
appendInfoLine ( "hello, 'greeting$'!" )
# question: what do the plus signs do in the second line?
# question: what are the single quotes for in the third line?
```

Variables

- As we've just seen, a **variable** works like a named bucket that can store an arbitrary value and return it when you call the bucket's name.
- A variable is an address in your computer's memory. This address points at a **value**.
 - The variable is on the left side of the equals operator (=) and the value of that variable is on the right side
 - # in Praat, a variable assignment looks like this:
 greeting\$ = "world!"
 - We can read this as: the string variable 'greeting' points at the string constant "world!"

Variables (cont.)

- Variables have three attributes:
- 1. **name**: a unique identifier for the memory address
- 2. **type**: defines the affordances and behaviors of the variable
- 3. **value**: the information stored in the variable –can be a literal or constant value typed-into the script, read from the world, or calculated at runtime

Basic variable types

- Praat has two basic variable types:
 - string variables, like we have used so far, end in a \$ character and can hold anything from the empty string to (at least) four copies of War and Peace.
 - numeric variables can be integers or real (decimal) numbers
- As with object types, variable types dictate what actions and behaviors are available for a variable.

Numeric variables

- Praat's numeric variables can hold values between
 -1,000,000,000,000,000 and +1,000,000,000,000,000 or real numbers
 between -10³⁰⁸ and 10³⁰⁸
- Numeric constants may not contain commas (try it, see what happens)
- Decimal numbers must have at least a zero to the left of the decimal point.
- Numeric assignments look like these:

numeric_printtotext1a

```
c = 35000 ; cm/s speed of sound in air length = 17.5 ; cm vocal tract f1_{=0}=(2*1-1)*c/ (4*length) f2_{=0}=(2*2-1)*c/ (4*length) f2_{=0}=(2*2-1)*c/ (4*length) writeInfoLine("According to the tube theory, F1 is ", f1_{=0}, " and F2 is ", f2_{=0})
```

Naming your variables

- In Praat, variables must begin with a lowercase ascii letter (a through z)
 - 1variable but variable1
 - Variable
 - ävariable but väriable

Converting variables

 You can convert a string to a number or a number to a string

```
a$ = string$ (a)
a = number (a$)
```

- For now, we are not taking measurements. We're making calculations based on theory
- But... you will take measurements of your data.
 And when you do, you will probably want to save the stored values in a file, like a .txt file.
 - You will probably use this file for data visualization and statistics
- So let's see how we can do that

Before we start

- Locate the path to your desktop
 - PC vs. Mac
- For example, in my computer, the path to my desktop is:
 - MAC: "/Users/MyFancyMacbook/Desktop/"
 - PC: "C:\\Users\MyFancyMacbook\Desktop\"

We won't use it next, but hold on to this information We will use it in a little bit

Run the script What happened?

Run the script What happened?

More things we can print to a file...

```
c = 35000 ; cm/s speed of sound in air length = 17.5 ; cm vocal tract f1_{\Rightarrow=(2*1-1)*c/} \text{ (4*length) } f2_{\Rightarrow} = (2*2-1)*c/ \text{ (4*length)} f2_{\Rightarrow} = (2*2*2-
```

```
c = 35000 ; cm/s speed of sound in air length = 17.5 ; cm vocal tract f1_{-} = (2 * 1 - 1) * c / (4 * length) f2_{-} = (2 * 2 - 1) * c / (4 * length) writeFileLine: "/Users/MyFancyMacbook/Desktop/result.txt", "According to the tube theory, F1 is ", f1_-," and F2 is ", f2_-,"."
```

Run the script What does the output look like?

```
textfile$ = "/Users/MyFancyMacbook/Desktop/
results.txt"
resultline$ = "F1'tab$'F2'newline$'"
fileappend "'textfile$'" 'resultline$'
c = 35000; cm/s speed of sound in air
length = 17.5; cm vocal tract
f1 = (2 * 1 - 1) * c / (4 * length)
f2 = (2 * 2 - 1) * c / (4 * length)
resultline$ = "'f1 ə''tab$''f2 ə'"
fileappend "'textfile$'" 'resultline$'
```

Run the script
What does the output look like?

- We can combine numeric and string variables in our output.
- Search on Google: "length() praat"
 - What does "length()" do?

 We can combine numeric and string variables in our output.

```
string$ = "hello, it's me"
length = length( string$ )
writeInfoLine ( "The string '",
string$, "' is ", length,
..." characters long." )
```

```
textfile$ = "/Users/MyFancyMacbook/Desktop/results_string.txt"
resultline$ = "string'tab$'length'newline$'"
fileappend "'textfile$'" 'resultline$'
string$ = "I was wondering if after all these years you'd like
to meet"
length = length( string$ )
resultline$ = "'string$''tab$''length'"
fileappend "'textfile$'" 'resultline$'
```

```
textfile$ = "/Users/MyFanyMacbook/Desktop/results_string.txt"
resultline$ = "string'tab$'length'newline$'"
fileappend "'textfile$'" 'resultline$'
string$ = "I was wondering if after all these years you'd like
to meet"
length = length( string$ )
resultline$ = "'string$''tab$''length'"
fileappend "'textfile$'" 'resultline$'
```