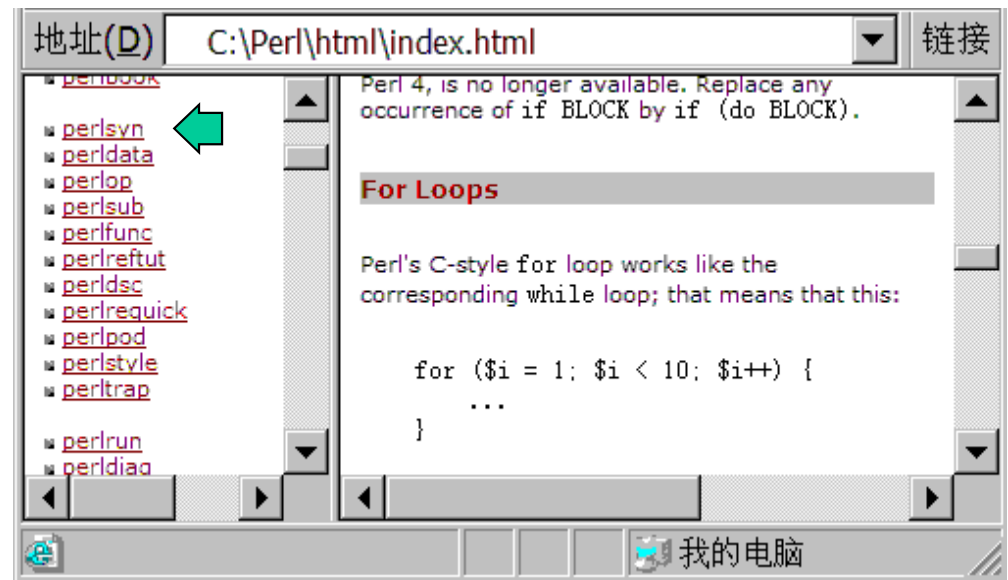


Perl 入门和提高 Lesson 2

周晓方

How to get help? 获得帮助

- All the viewgraphs and books
- On-line documents (for *ActivePerl* only)
 - C:/perl/html/index.htm
 - Click perlfunc, perlfaq, perlxs,
- perldoc command
 - perldoc -f print
 - perldoc -m benchmark
 - perldoc perldoc
 - perldoc perlop 查看perl关于运算符的文档
 - Sometimes use with "pod2text", "pod2html"



Context上下文: scalar, list

```
@junk = (1, "I", undef, 66..69, "foo");
print @junk; #array context      === => 1I66676869foo
print @junk . "\n"; #scalar context== => 8
$size = @junk; #scalar context  == => $size is 8
$size = scalar @junk;          === => $size is 8
                                #scalar()  force a scalar context
```

- ❑ **scalar @array** returns number of elements
- ❑ **scalar (LIST)** returns its final element
- ❑ These are scalar context


```
print @junk . "\n";           print @junk + 0;
$size = @junk;
```
- ❑ These are list context


```
print @junk, "\n";           ($head) = @junk;
```
- ❑ Function behaviors differently to context


```
$line = <FILE>;               @lines = <FILE>;
```

Operators, See also "perlop"

- Binary op: + - * ** (exponentiation) / %(Modulus)
- Unary op: +var -var ++var --var var++ var--
- Logical op: && || // ! **and** or not xor
- Bitwise op: & | ^ >> << ~
- Numeric relation: == != < <= > >= <=>
- String relation: eq ne lt le gt ge **cmp**
- Ternary op: a ? b : c (可以是左值)
- Range op: (1..5, "A".."D")
- String op: . **x** (小写字母x)
- Assign: = += -= *= /= %/= .= **= x= <<= >>= &= &&= |= ||= ^=
- Other: () [] { } \ (referent) -> (infix dereference)

数据弱类型



运算符强类型

Operators (cont.)不考

- `||` 测验左式Truth, `//` 测验左式Definedness
- 标量环境的`..`(以及`...`)表示“翻转”，常用于迭代过滤，详见perlop关于flip-flop一段

```
open F, "README.txt"; # 以Perl的README.txt为例
while (<F>) {           # 用循环语句迭代if
    print if /you need/ .. /and then/; # .. flip-flop
//    print if 10..20;    # 特指读到第几行
}
```

- `...;` (作为语句,v5.12+)表示“yada-yada”
- `|.` `&.` `^.` 字符串的“按位或、与、异或”
 - use feature 'bitwise' 或 use v5.28
 - 相应地，也有 `|.=` `&.=` `^.=`
- `~~` 规则很复杂的smart-match

Precedence

Level	Operator	Description	Associativity
22	<code>()</code> , <code>[]</code> , <code>{}</code>	Function Calls, Parentheses, Array subscripts	Left to right
21	<code>-></code>	<u>Infix dereference</u> Operator	Left to right
20	<code>++</code> , <code>--</code>	Auto increment, Auto decrement	None
19	<code>**</code>	<u>Exponentiation</u>	Right to left
18	<code>!</code> , <code>~</code> , <code>++</code> , <code>-</code> , <code>\</code>	<u>Logical not</u> , <u>bitwise not</u> , unary plus, unary minus, <u>reference</u>	Right to left
17	<code>=~</code> , <code>!~</code>	<u>Match</u> , <u>Not match</u>	Left to right
16	<code>*</code> , <code>/</code> , <code>%</code> x	Multiply, Divide, Modulus, Repetition	Left to right
15	<code>+</code> , <code>-</code> , <code>.</code>	Add, Subtract, String concatenation	Left to right
14	<code><<</code> , <code>>></code>	Bitwise left shift, Bitwise right shift	Left to right
13	<code>-f</code> <code>-e</code> 等	<u>File test Operators</u>	None
12	<code><</code> <code><=</code> <code>></code> <code>>=</code> <code>ge</code> 等	Relational Operators	None
11	<code>==</code> <code>!=</code> <code>eq</code> 等	Equality Operators	None
10	<code>&</code>	Bitwise and	Left to right
9	<code> </code> , <code>^</code>	Bitwise or, Bitwise xor	Left to right

Precedence (cont.)

8	&&	Logical and	Left to right
7		Logical or	Left to right
6	..	Range Operator	None
5	?:	Ternary or conditional Operator	Right to left
4	= += -= 等	Assignment Operators	Right to left
3	,	Comma Operator	Left to right
2	not	<u>Low precedence logical Operators</u>	Left to right
1	and	<u>Low precedence logical Operators</u>	Left to right
0	or, xor	<u>Low precedence logical Operators</u>	Left to right

- 逐渐习惯Perl的写法

- if ((\$a > 4) && (\$b > 6)) {...;}*

if (\$a > 4 and \$b > 6) {...;}

- if (not open F, "a.txt") { die; }*

die if not open \$, "a.txt";
open F, "a.txt" or die;

- if (\$a < 0) { \$a = -\$a; }*

\$a >= 0 or \$a = -\$a;

Precedence (cont.)

- 逻辑运算和逻辑位操作的优先级比关系运算的优先级低
 - 判断\$a最低位是否是0可以用 $(\$a \& 0x1) == 0$
 - $\$a \& 0x0001 == 0$ 相当于 $\$a \& (0x0001 == 0)$
 - 计算\$a或\$b, 结果存入\$c
 - $\$c = \$a \parallel \$b;$ # correct
 - $\$c = \$a \text{ or } \$b;$ # wrong
- 在易混淆之处, 宜加上括号, 也有助于阅读

关联数组 Hash --% Vine's Perl Prime

- Index (or key) is an scalar (usually a string, not only numbers).
- Order-less.
- Relational database

```
%assoArr = ("Jack", "Dec 2", "Joe", "June 2", "Jane", "Feb 13");  
%assoArr = ("Jack"=>"Dec 2", "Joe"=>"June 2", "Jane"=>"Feb 13");  
$assoArr{"Marry"} = "Oct 10";  
$assoArr{"Jennifer"} = "Mar 20";  
print "Joe's birthday is: " . $assoArr{Joe} . "\n";  
=>Joe's birthday is: June 2  
%assoArr = (); #empty hash.
```

多数情况下，key串的引号可省略

```
%hex2bin = (0 => "0000", 1 => "0001", ... , F=>"1111");  
$hex = "A19e";  
$bin = join("_",map($hex2bin{$_},  
                    split("//,uc $hex)));  
=>1010_0001_1001_1110
```

另一种办法: (记住perl的口号 There's More Than One Way To Do It)

```
print sprintf "%b", hex $hex;
```

Functions working with HASH, 1

- Never call **print %hash**; since hash is orderless.
- **@key = sort keys %hash**
 - `foreach $key (sort keys %hash) {print $hash{$key};}`
- **@key = keys %hash; @value = values %hash;**
- **(\$key, \$val) = each(%hash)** # less memory use

`each()` returns once a pair, returns undef at last. 历遍哈希表

```
print "$key=$value\n"
```

千万避免**each**迭代时修改**hash**

```
while (($key, $value) = each %ENV);
```

never modify %hash inside the while each loop!!!

```
TZ=BJT-8
```

```
PROCESSOR_REVISION=0806
```

```
NUMBER_OF_PROCESSORS=1
```

```
USERPROFILE=C:\WINNT\Profiles\xfzhou
```

```
TMPDIR=c:/temp
```

```
COMPUTERNAME=N30
```

```
. . .
```

环境变量在hash表%ENV中

Q: how to access environment variables in C programs?

Functions working with HASH, 2

- Remove one hash from hash table
 - 删除单个元素: **delete** \$hash{\$key};# remove whole pair
 - This is wrong: *undef* \$hash {key}; #key still exists
 - 删除hash片段: delete @hash{key1, key2, key3...};
- Delete a whole hash table
 - %hash = ();
 - **undef** %hash;
- Check existence of a hash
 - if (**exists** \$hash{\$key}) {...}
 - This is wrong: if (\$hash{\$key}) {...} 值可能是0或undef
 - This is also wrong: if (*defined* \$hash{\$key}) ...
- **delete**和**exists**函数也可以用于普通数组 *很少用*
 - 和splice()不同, delete()后, 下标不变, exists()为假
 - 只有delete了数组的最后一个元素, 数组才会缩小。

Reference to hash table

- Reference: \ Dereference: %
`$Rhash = \%hash;` `%{$Rhash}` is a hash
- Refer to anonymous hash
`$Rh = { 'dog'=>'bark', 'cat'=>'mew', };`
`print "Sound of dog is ${$Rh}{dog} \n";`
- Short hands 省略{ }、写成->的样子
 - `${$a} ≡ $$a, @{$a} ≡ @$a, %{$a} ≡ %$a, etc`
 - Ref to list: `$a = [1, 2, 3, "AAB"]`
`${$a}[0]=50; $$a[0]=50; $a->[0]=50; # same`
 - Ref to hash: `$h= {cat=>"rat", dog=>"meat"}`
`${$h}{rat}="rice"; $$h{rat}="meat";`
`print $h->{rat};`
 - 注意优先级, perl的`$$a[j]`和C语言的`*x[j]`不同
`$$a[j]`和`${$a[j]}`不同

标量+数组+散列+引用 → 复杂与多变的Perl数据结构

- Perl数据结构可以方便地增加新的内容
- 成绩单的例子
 - 成绩单:
姓名 → Perl成绩 或 学号 → Perl成绩
(即便是{学号 → Perl}，也要用hash表，而不是array)
 - 增加MCU成绩:
学号 → [Perl成绩, MCU成绩]
 - 改成hash的hash:
学号 → {Perl → Perl成绩, MCU → MCU成绩}
 - MCU区分理论和实验成绩:
学号 → {Perl → xxx, MCU → {quiz → xxx, lab → xxx}}

回家作业

- 按照文件大小列出当前目录中的文件。

附件: 学号-02.pl

提示:

- Perl中列当前目录中的文件到数组:

```
@list = grep {-f $_} <*>;
```

- Perl中获得文件大小: `$s = (stat($fn))[7];`

- 用散列存放文件名, `%f = (name => size,);`

- 获得对散列Values排序的Key:

```
@k = sort {$f{$a} <=> $f{$b}} keys %f;
```

- 打印格式示例:

```
20      ntuser.ini
323     transcript
17689   help.txt
20480   WebpageIcons.db
```

这两处没有逗号



正则表达式

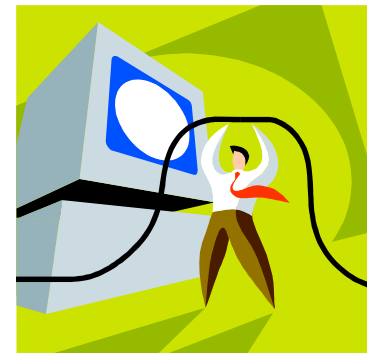
- 计算理论中的正则表达式
- UNIX中的正则表达式
- Perl的文本匹配和替换

Try some Regular Expressions

```
$a = 'dog catches cats.';
print $a =~ /cat/ ? 'Y ' : 'N '; # Match
print $a =~ /^cat/ ? 'Y ' : 'N ';
$a =~ s/cat|dog/pet/g;           # Substitute
print "\n$a\n";
$a =~ tr/a-z/za-y/;              # Translate
print "$a\n";
```

Results:

```
Y N
pet petches pets.
ods odsbgdr odsr.
```



RE Rule 1:通配符,元字符

- **Literal:** `m/a/`, `m/\$/`, `m/AbCd/`
- **^ caret:** Begin of a str/line:
`m/^#/` -- a line begin with pond sign
- **\$ dollar:** End of a str/line:
`s/$/##/m` -- append “##” to each line
- **| (verital bar) alternation:**
`s/dog|cat/pet/g` -- all dog or cat to pet
- **.** dot: any char except new line (except `///s`):
`m/. /` non-empty string
- **Char-set with meta-char “-” and “^”,**
e.g. `[A-Z]` `[a-z0-9]` `[+\-]` `[^0-9]`
- **\ escape char :**
e.g. match for `“/usr/”`: `$path =~ /\usr\//`

More on RE Rule 1

- Quantifiers: * (any times, even 0), + (1 or more), ? (none or once)
例如 `$line =~ s/ +/ /g`; 合并相邻的空格
- Quantifiers: {n} *n* times, {n,} *n* or more, {n1, n2} *n1* to *n2* times
- greedy (+, *) or lazy (+?, *?) 贪婪和懒惰, 实例:

```
$a = "zzzzzzzzzzzzzzzzzzzzfaaaadcccccdtttdeeee"
$a =~ /f.*d/    #matches faaaadcccccdtttd
$a =~ /f.*?d/   #matches faaaad
```
- (): group and pattern memory
- Words `\w` [a-zA-Z0-9_], `\W` [^a-zA-Z0-9_]
- Spaces `\s` [\t \n], `\S` [^\t \n]
- Digits `\d` [0-9], `\D` [^0-9]
- `\b`, word boundary (zero width) 表示位置, 0宽度
`\B`, non-word boundary 表示位置, `\b`的补

More Samples

<code>/0 [1-9][0-9]*/</code>	匹配自然数
<code>/\\${a-z}[a-z0-9_]* /i</code>	匹配普通scalar名称
<code>/\bcat\b/</code>	匹配cat, 但不匹配catch
<code>/^\$/</code>	匹配空行
<code>s/#.*//</code>	删除注释部分
<ul style="list-style-type: none"> 带修饰g和e的RE, 带反向引用的RE 	
<code>s/\d+/0/g</code>	全部数字串变'0'
<code>s/(\d+)/ \$1 /g</code>	全部数字前后加空格
<code>s/(\d+)/\$1+1/ge</code>	全部数字串加1 (e表达式)
<ul style="list-style-type: none"> 留心元字符、\$和@, RE是带插值功能的 	
<code>/my\@school\.com/</code>	匹配my@school.com
<code>m'my@school.com'</code>	同上 (无插值有meta)
<code>m!my\@school\.com!</code>	同上 (先插值后meta)

Regular expression--Rule 2

- 看文档: *perlre* *perlretut* *perlop*
- Match: `//, m//` `$catstring =~ /cat/; # interpolation & meta`
- Substitute: `s///` `$a =~ s/([0-9]+)/$1+1/ge; #interpolation & meta in match, interpolation (but no meta) in replacement`
- Translate: `tr///` `$a =~ tr/A-Z/a-z/; # no interpolation!`
 - `$result !~ tr/0-9/a-j/; # translate 0-9 to a-j, and return false if happened.`
- Delimiters
 - `m.cat.`, `m/\usr\\`, `m{/usr/}`, `m!/usr/!`
 - `m/$file/` (interpolation and meta), **`m'$file'` (neither interpolation nor meta)**
 - `s{bbb}{12345}; s/bbb/12345/`
- (Default var is `$_`) Binding operator: `=~` or `!~`, `!~` for not match
- Only works on scalar. **WRONG**: `@arrayName =~ m/pattern/;`
- Only matches the left most. Only matches once (by default)

RE Rule 3: 处理插值和通配符

- Interpolation 1st, then processing meta chars
 - A very strong but not easy to debug feature.
 - `$a="cat|dog"; $b =~ /$a/; # match cat or dog`
 - `@a=("cat", "dog"); $" = "|"; $b =~ /@a/;`
 - `$a="/usr/"; $b =~ /$a/; #得到//usr// WRONG`
 - Solution:
 1. Escape \$a: `$a = '\usr\'; # not "\usr\" !!`
 2. Change delimiters: `$b =~ m[$a];`
 3. Calling `quotemeta()`: `$a = quotemeta("/usr/");`
- Exception:
 - `tr///` is always built in compile time.