

**EX5:****STRINGS**

1. Write a program that asks the user to enter a string. The program should then print the following:
  - a. The total number of characters in the string
  - b. The string repeated 10 times
  - c. The first character of the string (remember that string indices start at 0)
  - d. The first three characters of the string
  - e. The last three characters of the string
  - f. The string backwards
  - g. The seventh character of the string if the string is long enough and a message otherwise
  - h. The string with its first and last characters removed
  - i. The string in all caps
  - j. The string with every *a* replaced with an *e*
  - k. The string with every letter replaced by a space
2. A simple way to estimate the number of words in a string is to count the number of spaces in the string. Write a program that asks the user for a string and returns an estimate of how many words are in the string.
3. People often forget closing parentheses when entering formulas. Write a program that asks the user to enter a formula and prints out whether the formula has the same number of opening and closing parentheses.
4. Write a program that asks the user to enter a word and prints out whether that word contains any vowels.
5. Write a program that asks the user to enter a string. The program should create a new string called `new_string` from the user's string such that the second character is changed to an asterisk and three exclamation points are attached to the end of the string. Finally, print `new_string`. Typical output is shown below:

```
Enter your string: Qbert
Q*ert!!!
```

6. Write a program that asks the user to enter a string `s` and then converts `s` to lowercase, removes all the periods and commas from `s`, and prints the resulting string.

7. Write a program that asks the user to enter a word and determines whether the word is a palindrome or not. A palindrome is a word that reads the same backwards as forwards.
8. At a certain school, student email addresses end with `@student.college.edu`, while professor email addresses end with `@prof.college.edu`. Write a program that first asks the user how many email addresses they will be entering, and then has the user enter those addresses. After all the email addresses are entered, the program should print out a message indicating either that all the addresses are student addresses or that there were some professor addresses entered.
9. Ask the user for a number and then print the following, where the pattern ends at the number that the user enters.

```
1
 2
 3
 4
```

10. Write a program that asks the user to enter a string, then prints out each letter of the string doubled and on a separate line. For instance, if the user entered `HEY`, the output would be

```
HH
EE
YY
```

11. Write a program that asks the user to enter a word that contains the letter `a`. The program should then print the following two lines: On the first line should be the part of the string up to and including the first `a`, and on the second line should be the rest of the string. Sample output is shown below:

```
Enter a word: buffalo
buffa
lo
```

12. Write a program that asks the user to enter a word and then capitalizes every other letter of that word. So if the user enters `rhinoceros`, the program should print `rHiNoCeRoS`.
13. Write a program that asks the user to enter two strings of the same length. The program should then check to see if the strings are of the same length. If they are not, the program should print an appropriate message and exit. If they are of the same length, the program should alternate the characters of the two strings. For example, if the user enters `abcde` and `ABCDE` the program should print out `AaBbCcDdEe`.
14. Write a program that asks the user to enter their name in lowercase and then capitalizes the first letter of each word of their name.
15. When I was a kid, we used to play this game called *Mad Libs*. The way it worked was a friend would ask me for some words and then insert those words into a story at specific places and read the story. The story would often turn out to be pretty funny

with the words I had given since I had no idea what the story was about. The words were usually from a specific category, like a place, an animal, etc. For this problem you will write a *Mad Libs* program. First, you should make up a story and leave out some words of the story. Your program should ask the user to enter some words and tell them what types of words to enter. Then print the full story along with the inserted words. Here is a small example, but you should use your own (longer) example:

```
Enter a college class: CALCULUS
Enter an adjective: HAPPY
Enter an activity: PLAY BASKETBALL

CALCULUS class was really HAPPY today. We learned how to
PLAY BASKETBALL today in class. I can't wait for
tomorrow's class!
```

16. Companies often try to personalize their offers to make them more attractive. One simple way to do this is just to insert the person's name at various places in the offer. Of course, companies don't manually type in every person's name; everything is computer-generated. Write a program that asks the user for their name and then generates an offer like the one below. For simplicity's sake, you may assume that the person's first and last names are one word each.

```
Enter name: George Washington

Dear George Washington,

I am pleased to offer you our new Platinum Plus Rewards
card at a special introductory APR of 47.99%. George,
an offer like this does not come along every day, so I
urge you to call now toll-free at 1-800-314-1592. We
cannot offer such a low rate for long, George, so call
right away.
```

17. Write a program that generates the 26-line block of letters partially shown below. Use a loop containing one or two print statements.

```
abcdefghijklmnopqrstuvwxy
bcdefghijklmnopqrstuvwxyza
cdefghijklmnopqrstuvwxyza
...
yzabcdefghijklmnopqrstuvwx
zabcdefghijklmnopqrstuvwxy
```

18. The goal of this exercise is to see if you can mimic the behavior of the `in` operator and the `count` and `index` methods using only variables, for loops, and if statements.
- Without using the `in` operator, write a program that asks the user for a string and a letter and prints out whether or not the letter appears in the string.
  - Without using the `count` method, write a program that asks the user for a string and a letter and counts how many occurrences there are of the letter in the string.

- c. Without using the `index` method, write a program that asks the user for a string and a letter and prints out the index of the first occurrence of the letter in the string. If the letter is not in the string, the program should say so.
19. Write a program that asks the user for a large integer and inserts commas into it according to the standard American convention for commas in large numbers. For instance, if the user enters `1000000`, the output should be `1,000,000`.
20. Write a program that converts a time from one time zone to another. The user enters the time in the usual American way, such as `3:48pm` or `11:26am`. The first time zone the user enters is that of the original time and the second is the desired time zone. The possible time zones are Eastern, Central, Mountain, or Pacific.

```
Time: 11:48pm
Starting zone: Pacific
Ending zone: Eastern
2:48am
```

21. An anagram of a word is a word that is created by rearranging the letters of the original. For instance, two anagrams of *idle* are *deli* and *lied*. Finding anagrams that are real words is beyond our reach until the chapter on [text files](#). Instead, write a program that asks the user for a string and returns a random anagram of the string—in other words, a random rearrangement of the letters of that string.
22. A simple way of encrypting a message is to rearrange its characters. One way to rearrange the characters is to pick out the characters at even indices, put them first in the encrypted string, and follow them by the odd characters. For example, the string *message* would be encrypted as *msaesg* because the even characters are *m, s, a, e* (at indices 0, 2, 4, and 6) and the odd characters are *e, s, g* (at indices 1, 3, and 5).
- a. Write a program that asks the user for a string and uses this method to encrypt the string.
  - b. Write a program that decrypts a string that was encrypted with this method.
23. A more general version of the above technique is the *rail fence cipher*, where instead of breaking things into evens and odds, they are broken up by threes, fours or something larger. For instance, in the case of threes, the string *secret message* would be broken into three groups. The first group is *sr sg*, the characters at indices 0, 3, 6, 9 and 12. The second group is *eemse*, the characters at indices 1, 4, 7, 10, and 13. The last group is *ctea*, the characters at indices 2, 5, 8, and 11. The encrypted message is *sr sgeemsectea*.
- a. Write a program the asks the user for a string and uses the rail fence cipher in the threes case to encrypt the string.
  - b. Write a decryption program for the threes case.
  - c. Write a program that asks the user for a string, and an integer determining whether to break things up by threes, fours, or whatever. Encrypt the string using the rail-fence cipher.

- d. Write a decryption program for the general case.
24. In calculus, the derivative of  $x^4$  is  $4x^3$ . The derivative of  $x^5$  is  $5x^4$ . The derivative of  $x^6$  is  $6x^5$ . This pattern continues. Write a program that asks the user for input like  $x^3$  or  $x^25$  and prints the derivative. For example, if the user enters  $x^3$ , the program should print out  $3x^2$ .
25. In algebraic expressions, the symbol for multiplication is often left out, as in  $3x+4y$  or  $3(x+5)$ . Computers prefer those expressions to include the multiplication symbol, like  $3*x+4*y$  or  $3*(x+5)$ . Write a program that asks the user for an algebraic expression and then inserts multiplication symbols where appropriate.