Module 3: Strings and Input/Output

Topics:
• Strings and their methods
• Printing to standard output
• Reading from standard input

Readings: ThinkP 8, 10
Strings in Python: combining strings in interesting ways

```python
s = "Great"
t = "CS116"
u = s + t
v = s + "!!!!!! " + t
w = s * 3
x = 2 * t
y = 'single quote works too'
z = 'strings can contain quotes" too'
```
Overloading of *

The following are all valid contracts of *:

*: Int Int -> Int
*: Int Float -> Float
*: Float Int -> Float
*: Float Float -> Float
*: Int Str -> Str
*: Str Int -> Str

What contracts apply to +-? To -?
Other string operations

• Contains substring: \texttt{s in t}
  
  – Returns \texttt{True} if the string \texttt{s} appears as a substring in the string \texttt{t}
  
    "astro" in "catastrophe" \Rightarrow True
    "car" in "catastrophe" \Rightarrow False
    "" in "catastrophe" \Rightarrow True

• String length: \texttt{len(s)}
  
  – Returns the number of characters in string \texttt{s}
  
    \texttt{len("")} \Rightarrow 0,
    \texttt{len("Billy goats gruff!")} \Rightarrow 18
Extracting substrings

- \( s[i:j] \) returns the substring from string \( s \), containing all the characters in positions \( i, i+1, i+2, \ldots, j-1 \)
- \( s[i:j:k] \) steps by \( k \), instead of 1
- \( s[k] \) returns a string containing the character at position \( k \)
- Like Racket, strings in Python start from position 0

Suppose \( s = "abcde" \), what strings are returned?

- \( s[2:4], s[0:5], s[2:3], s[3:3], s[2:20], s[8:] \)
- \( s[2:], s[:3] \)
- \( s[1:5:2], s[2::3], s[::-1] \)
- \( s[4], s[-1] \)
Strings are immutable

We cannot change the individual characters in a string $s$

```python
s = "abcde"
s[3] = "X"  # causes an error
```

but

```python
s = s[:3] + "X" + s[4:]
```

returns a new string "abcXe" and assigns it to $s$

Note that Int, Float, Str, and Bool values are also immutable.
Methods in Python

• **Str** is name of the string type in Python (used in contracts)
• **str** is the name of a class in Python
• Like the **math** module, **str** contains many functions to process strings
• To use the functions in **str**:  
  ```python
  s = "hi"
  s.upper() => "HI"
  ```
• Note that **none** of the string methods modify the string itself
Partial listing of string methods

```python
>>> dir("abc")
```
Using string methods

`s = 'abcde 1 2 3 ab '`

What do the following calls return?

- `s.find('a')`
- `s.find('a',1)`
- `s.startswith('abc')`
- `s.count('a')`
- `s.replace(' ','')`
- `s.strip()`
Getting more information about a str method

```python
>>> help ("".isalpha)
S.isalpha() -> bool

Return True if all characters in S are alphabetic and there is at least one character in S, False otherwise.
```
Exercise

Write a Python function that consumes a non-empty first name, middle name (which might be empty), and a non-empty last name, and constructs a userid consisting of first letter of the first name, first letter of the middle name, and the last name. The userid must be in lower case, and no longer than 8 characters, so truncate the last name if necessary.

For example, `userid("Harry", "James", "Potter") => "hjpotter"`
Recursion on Strings

Write a Python function `str_score` that consumes a string `s`, and returns the score for `s`, where

- alphabetical characters are worth 1 point,
- digits are worth their numerical value, and
- any other character is worth 0.

For example,

```
str_score("CS 116") => 10
```
Run the following program in the Definitions window. What do you see?

def middle(a,b,c):
    largest = max(a,b,c)
    smallest = min(a,b,c)
    mid = (a+b+c) - largest - \\ smallest
    return mid

middle(10,20,30)
middle(0,10,-10)
middle(-1,-3,-2)
Python output:
printing information to the screen

```python
x = 20
print(x)
print(x+5)
y = "dog"
print(y)
z = 42.8
print(z)
print(x,y,z)
```
More on `print` function

- Has an effect
  - printing to "standard output" - the screen
- Does not return a value
  - technically, we say it returns `None`
Displaying values in Python programs

• Interactions window, for variable \( x \):
  \begin{verbatim}
  x
  print(x)
  \end{verbatim}

• Result \textit{usually} looks the same (except for strings), but they are different

• Difference is obvious in Definitions window

 Está Need to use \texttt{print} in our programs to see results as the program is running
New: Functions do not always return values

• We can write a function which only prints data
• If a function does not include a `return val` statement, then the returned value (and type) is `None`
• The purpose statement does not need to include "Returns None" as this will be included in the contract.
Design recipe changes:

If a function includes `print` statements:

- Include a description of what is printed in the _Purpose_ statement.
- Add a new section: an _Effects_ statement (immediately after the purpose) to briefly indicate a value is printed.
- _Examples_ should include a description of the actual values printed for that input.

It may also include a `return` statement.
Example: Write a function that prints a string three times – once per line

```python
def print_it_three_times(s):
    '''prints s on three lines, once per line
    Effects: Prints to the screen
    
    print_it_three_times: Str -> None
    
    Example: Calling print_it_three_times("a")
    prints a once on each of three lines.
    '''
    print(s)
    print(s)
    print(s)
```
Testing Screen Output

• Give a description of expected screen output: `check.set_screen("CS 116 on three lines")`

• Call appropriate `check` function to test value returned by the function (even if it is `None`)
• Test will print screen output along with your description of what the screen output should be
• **You must then compare the two.**
• **No comparisons of the actual and expected string outputs are made by the `check` module.**
import check
def print_it_three_times(s):
    print(s)
    print(s)
    print(s)

# Q6 Test 1: a short string - "CS 116"
check.set_screen("CS 116 on three lines")
check.expect("Q6T1",
            print_it_three_times("CS 116"), None)
QT1 PASSED

None was correctly returned by our function.

-----

QT1 (expected screen output):
CS 116 on three lines

QT1 (actual screen output):
CS 116
CS 116
CS 116

You must examine your output to see if it matches what you expected.
Printing vs Returning

Complete the full design recipes for `f1` and `f2`.

```python
def f1(x):
    print(x+1)
def f2(x):
    return x+1
```
Debugging your program with \texttt{print} statements

• If you have an error in your program, place \texttt{print} statements at points throughout your program to display values of variables

• \textbf{IMPORTANT}: Remember to remove the \texttt{print} statements before submitting your code.

  – Your program may fail our tests, even if it returns the correct function values!!!
A new Python feature

• Python functions can use information received in three different ways –
  – Two ways we have seen in Racket:
    • Parameters
    • Global constants
  – A new way:
    • Entered via the keyboard
User Input to a Python Program

```python
user_input = input()
```

- Program stops
- Nothing happens until the user types at keyboard
- When user hits return, a string containing all the characters before the return is returned by `input`
- The string value is used to initialize the variable `user_input`
- Program continues with new value of `user_input`
More on user input

• Alternate form (preferred):
  
  ```python
  user_input = input(prompt)
  ```

  e.g.
  ```python
  city = input("Enter hometown:")
  ```

• Prints the value of `prompt` before reading any characters

• Value returned by `input` is always a `Str`
User Input and the Design Recipe

• When a function includes an *input* call, this must be described in the **Purpose** statement, and mentioned in the **Effects** statement
  – Describe what happens with the value entered by the user
  – Use parameter names in your description, where relevant
def repeat_str():
    '''reads in a string s, and a number n, and
    prints s n times on one line

    Effects:
    * Two values are read in and
    * One string is printed
    repeat_str: None -> None

    Examples: If the user enters "abc" and 4
    when repeat_str() is called,
    "abcabcabcabc" is printed
    If the user enters "" and 100
    when repeat_str is called, "" is printed
    '''
A Simple Program using `input`

```python
def repeat_str():
    s = input("Enter string: ")
    t = input("Enter int>=0: ")
    n = int(t)
    print(n*s)
```

Testing With User Input

• Set the user inputs needed for the test in order
• Always use strings for the input values

\texttt{check.set_input(["CS116","3"])}

• Call appropriate \texttt{check} function for returned value of function
• Test function will automatically use these values (in order) when a value is expected from \texttt{input}
• You will be warned if the argument to \texttt{set_input} contains too few or too many values
import check

def add_two_inputs():
    '''add_two_inputs: None -> Int'''
    x = int(input("Enter 1st integer: "))
    y = int(input("Enter 2nd integer: "))
    return x+y

# Test 1: two positive numbers
check.set_input(['2','7'])
check.expect("AddT1", add_two_inputs(), 9)
Example

Write the Python function `n_times` that reads a natural number `n` from the user via the keyboard, and prints out `n` once per line on `n` lines. The function returns `None`. 
More on strings: Formatting screen output

- We can print strings
  
  ```
  print("my dog has fleas")
  ```

- We can print integers
  
  ```
  fleacount = 12
  print(fleacount)
  ```

- We can even combine them
  
  ```
  print("my dog has", fleacount, "fleas")
  ```

  ```
  print("my dog has " + str(fleacount) + " fleas")
  ```
Creating formatted strings

The `format` method and placeholder `{}`

- We can describe the string we want to build, indicating where values should be inserted by using placeholders indicated by `{#}` inside the string
- Then supply the values to insert

```python
fleacount = 2
fleastring = "My dog has {0} fleas".format(fleacount)
print(fleastring)
```
The string you are building contains {#} and is followed by `.format(a_0, a_1, \ldots, a_n)`

Uses the embedded {#} to show where a value should be inserted in the new string

The # indicates which of the `format` arguments (0 – n) should appear at that location of the string

```python
s="Did {0} repay {1} ${2} from {0}'s pay?"
print(s.format("Tom", "Li", 20))
```
Examples

"I like {1}{0} {2}% of the time".format(116,"CS",500/6)
=> "I like CS116 83.33333333333333% of the time"

"I have taken {2}{0} and {2}{1}".format(115, 116, "CS")
=> "I have taken CS115 and CS116."

"Temp is {0}C (or {1}F)".format(-10.0, (-10)*9/5+ 32 )
=> "Temp is -10.0C (or 14.0F)"
Possible errors in formatting

• Incorrect number of values to insert

```python
>>> print("{0} {1} {2}".format(42.0, 12))
IndexError: tuple index out of range
```
Printing on one line

• Recall that

print("this goes","on","one line")
print("this on the next")
print("and so on")

goes on three separate lines

• However,

print("this goes","on","one line",end="",")
print("and this on the same",end=""
print(" and so on")

all goes on one line (due to value of end argument)
Special Characters

• So, we know how to use `print` statements to put information on one line
• Can you use a single print statement to put information over multiple lines?
  – Yes, but we need a special character \n
```python
print("one line\nanother\nand another ")
```
  – Despite taking 2 characters to type, it counts as one in string length

```python
len("A\nB\nC\n") ➞ 6
```
Goals of Module 03

• You should be comfortable the following in Python:
  – Strings and their methods
  – Printing to the screen
  – Reading from the keyboard