

## Solution to Section #4

Portions of this handout by Eric Roberts, Patrick Young, Jeremy Keeshin, and Julia Daniel

### Warmup:

1. True
2. False; strings are immutable. So `charAt()` can't be used to reassign characters in a string – it can only be used to retrieve the character in a string at a specific index.
3. False; this approach (building a new string out of substrings and then reassigning it to the old string's variable) is *almost* correct, but there's an off-by-one error in the bounds on the first substring, so it actually prints `"CS10B rocks my socks!"`.

### 1. Adding commas to numeric strings

```
private String addCommasToNumericString(String digits) {
    String result = "";
    int len = digits.length();
    int nDigits = 0;
    for (int i = len - 1; i >= 0; i--) {
        result = digits.charAt(i) + result;
        nDigits++;
        if (((nDigits % 3) == 0) && (i > 0)) {
            result = "," + result;
        }
    }
    return result;
}
```

### 2. Deleting characters from a string

```
private String removeAllOccurrences(String str, char ch) {
    String result = "";
    for (int i = 0; i < str.length(); i++) {
        if (str.charAt(i) != ch) {
            result += str.charAt(i);
        }
    }
    return result;
}
```

A slightly different approach that involves a `while` loop instead of a `for` loop:

```
private String removeAllOccurrences(String str, char ch) {
    while (true) {
        int pos = str.indexOf(ch);
        if (pos >= 0) {
            str = str.substring(0, pos) + str.substring(pos + 1);
        } else {
            break;
        }
    }
    return str;
}
```

### 3. Separating Digits and Letters

```
private String separateDigitsAndLetters(String str) {
    String numbers = "";
    String letters = "";
    for(int i = 0; i < str.length(); i++) {
        char ch = str.charAt(i);
        if (Character.isLetter(ch)) {
            letters += ch;
        } else if (Character.isDigit(ch)) {
            numbers += ch;
        }
    }

    return numbers + letters;
}
```

### 4. Pig Latin

```
private String pigLatin(String word) {
    if (word.length() == 0) {
        return "";
    }

    // Words starting with vowels
    if (isVowel(word.charAt(0))) {
        return word + "yay";
    }

    // Words starting with consonants
    int firstVowelIndex = 1;
    for (int i = 1; i < word.length(); i++) {
        if (!isVowel(word.charAt(i))) {
            firstVowelIndex++;
        } else {
            break;
        }
    }

    return word.substring(firstVowelIndex) +
        word.substring(0, firstVowelIndex) + "ay";
}

/* This is a helper method that returns true if ch is a vowel,
 * and false otherwise.
 */
private boolean isVowel(char ch) {
    return ch == 'a' || ch == 'e' || ch == 'i' || ch == 'o'
        || ch == 'u';
}
```

A slightly different approach that involves a `while` loop instead of a `for` loop:

```
private String pigLatin(String word) {
    if (word.length() == 0) {
        return "";
    }

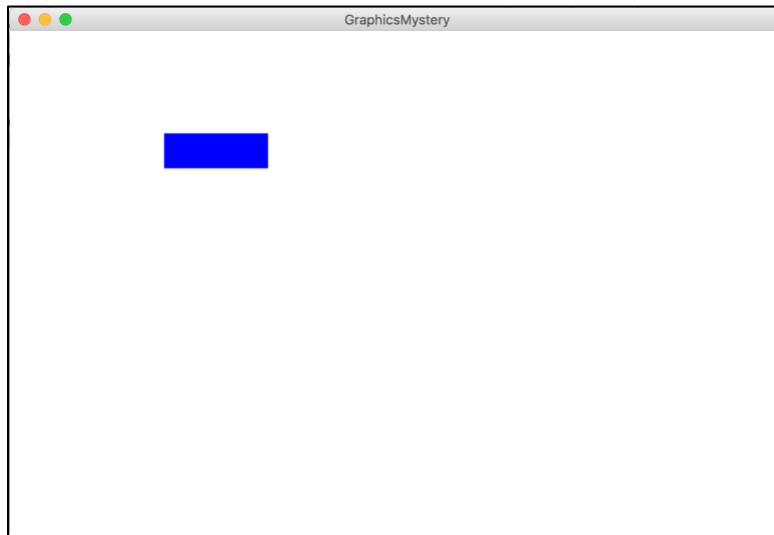
    // Words starting with vowels
    if (isVowel(word.charAt(0))) {
        return word + "yay";
    }

    /* Word starting with consonants:
     * increment firstVowelIndex while we have not gotten
     * to the end of the string, and have not seen a vowel.
     */
    int firstVowelIndex = 1;
    while (firstVowelIndex < word.length() &&
           !isVowel(word.charAt(firstVowelIndex))) {
        firstVowelIndex++;
    }

    return word.substring(firstVowelIndex) +
           word.substring(0, firstVowelIndex) + "ay";
}

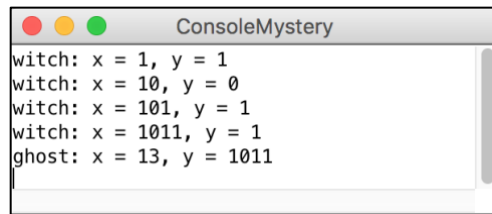
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}
```

## 5. Tracing method execution - Graphics



There is one GRect filled blue, with x and y coordinates of (150, 100), a width of 100 and a height of 33.33333... .

## 6. Tracing method execution - Console



### Style Focus for Section 4

**Common Programming Idioms:** A programming *idiom* is a commonly used expression or pattern, like using ++ to increment a variable, or the loop-and-a-half. In this section we went over a common pattern of iterating through a string and building up a new result string. It is good to familiarize yourself with common programming idioms because you will see them appear in others' code, and it will make your own code better.