



### + Split a String based on a single or multiple separator chars

```
String s1 = "12, 34, 56";
String[] as;
```

```
void setup() {
  as = split(s1, ",");
  //as = trim(as);
  println( as );
}
```

```
[0] "12"
[1] " 34"
[2] " 56"
```

```
String s1 = "Data: 12, 34, 56";
String[] as;
```

```
void setup() {
  as = splitTokens(s1, ",");
  //as = trim(as);
  println( as );
}
```

```
[0] "Data"
[1] " 12"
[2] " 34"
[3] " 56"
```

### + Join a String Array with a join char

```
String[] as = new String[] { "one", "two", "buckle my shoe" };

```

```
void setup() {
  String s1 = join( as, " | " );
  println( s1 );
}
```

```
one | two | buckle my shoe
```



Numbers can be formatted as Strings

```
String s1 = "She is the";
String s2 = "programmer.";
```

```
phrase = s1 + nf(7, 3) + " " + s2;
// nf( integer, number of digits )
// "She is the 007 programmer."
```

```
phrase = s1 + nf(3.14159, 3, 2) + " " + s2;
// nf( float, digits before decimal, digits after decimal )
// "She is the 003.14 programmer."
```



### + Acquire data: Source = Document

```
■ // Sketch 7-1: Parsing an input text file
String inputFile = "NewYorkPrimaries.txt";
String [] fileContents;
fileContents = loadStrings(inputFile);
```

- fileContents has the source!
- What next?

### + Parsing

- CSV files
  - always split on ", " first
- Special characters
  - \", \', \\
- Removing " (or anything else)
  - int i = str.indexOf("\"");
  - String front = str.substring(0, i);
  - String back = str.substring(i+1);
  - str = front+back;

### + Parse

- How do we turn fileContents into words?
  - join array into one long string
 

```
String rawText;
rawText = join(fileContents, " ");
```
  - make all same case
 

```
rawText = rawText.toLowerCase();
```
  - remove symbols and split string into words
 

```
String delimiters = " ,./?<>:\\"{ } \ | = + - _ ( ) * & ^ % $ # @ ! ~ ";
tokens = splitTokens(rawText, delimiters);
```

## + Display the words

- Let's start by displaying all of the words:

```
for (String t : tokens) {
  //textSize(15);
  if(random(100) < 40) { // more blue than red
    fill(random(150,250),0, 0,190); // make red
  } else {
    fill(0, 0, random(150,250),190); // make blue
  }
  text(t, random(0,width-50), random(20,height));
} // for
```

## + Parse and Filter

```
String raw;
String delimiters = " ,.?!;:-\\\"()*![]{}|\\~`@#%^&";
String[] fileText, words;
int[] freqs;

void setup() {
  fileText = loadStrings("EliotLoveSong.txt");
  println("Read " + fileText.length + " lines.");

  raw = join(fileText, " ");
  raw = raw.toLowerCase();

  words = splitTokens(raw, delimiters);
  println("Found " + words.length + " words.");
}
```

## + Filter

```
String raw;
String delimiters = " ,.?!;:-\\\"()*![]{}|\\~`@#%^&";
String[] fileText, words, uniqueWords;
int[] freqs;

void setup() {
  fileText = loadStrings("EliotLoveSong.txt");
  println("Read " + fileText.length + " lines.");

  raw = join(fileText, " ");
  raw = raw.toLowerCase();

  words = splitTokens(raw, delimiters);
  println("Found " + words.length + " words.");

  freqs = makeUnique(words);
  println("Found "+uniqueWords.length+" unique words.");
}
```

## + Filtering: Word Frequency List

- Create a set of word frequency pairs.
- Algorithm:
  - create empty set pairs
  - for each token
    - if pairs has (token,count)
      - increment count
    - otherwise
      - add (token, 1)

## + The word class

```
class Word {
  // Each Word is a pair: the word, and its frequency
  String word;
  int freq;
  Word(String newWord) { // Constructor
    word = newWord;
    freq = 1;
  } // Word()
  String getWord() {
    return word;
  } // getWord()
  int getFreq() {
    return freq;
  } // getFreq()
  void incr() { // increments the word count
    freq++;
  } // incr()
  String toString() { // print representation of Word objects
    return "<"word+", "+freq+">";
  }
} // class Word
```

## + Data Structures

- Ways of storing and organizing data
- Arrays
  - Must know the size ahead of time
  - Can not grow and shrink at will
  - except:
    - append(array, value) - Expands an array by one element and adds value to the new position. Type of value must match type of array. Creates a new array.

## + Built-in Collection Classes

- **ArrayList**
  - A built-in object that stores and manages an *arbitrary* number of data items of any type (Objects).
  - Objects in an ArrayList are accessed by **index** [0..size-1]
- **HashMap**
  - A built-in object that stores and manages an *arbitrary* number of data items of any type (Objects).
  - Objects in a HashMap are accessed by a **key**, which can be another Object, frequently a String.

## + ArrayList

- **Constructors**

```
ArrayList lst1 = new ArrayList();
ArrayList lst2 = new ArrayList(int initialSize);
ArrayList<String> strList = new ArrayList();
```
- **Fields**
- **Methods**

```
size() // Returns the num of items held.
add(Object o) // Appends o to end.
add(int idx, Object o) // Inserts o at pos idx.
remove(int idx) // Removes item at pos idx.
get(int idx) // Gets items at idx. No removal.
set(int idx, Object o) // Replaces item at idx with o.
clear() // Removes all items.
isEmpty() // true if empty.
toArray() // returns an array that contains
// the contents of the list
```

## + ArrayList Example – Box Dropper

```
// Box Dropper
ArrayList<Box> boxes = new ArrayList();
//ArrayList<Box> boxes = new ArrayList();

void setup() { size(500, 500); }

void draw() {
  background(0);

  for (int i = boxes.size()-1; i>=0; i--) {
    //boxes.get(i).draw(); // Fails. Why?
    Box b = (Box)boxes.get(i); // Type cast Object->Box
    if(!b.update()) {
      boxes.remove(i);
      println(boxes.size() + " boxes remaining");
    }
    else {
      b.draw();
    }
  }

  void mousePressed() {
    Box b = new Box(mouseX, mouseY);
    boxes.add(b);
    println( boxes.size() + " boxes in ArrayList" );
  }
}
```

```
// A simple Box class
class Box {
  float x, y, v;

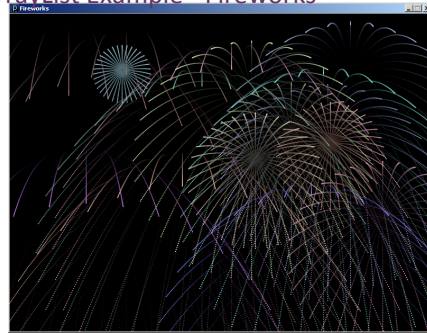
  Box(float tx, float ty) {
    x = tx; // x position
    y = ty; // y position
    v = 0.0; // y velocity
  }

  void draw() {
    fill(200);
    rect(x, y, 20, 20);
  }

  boolean update(){
    y += v;
    v += 0.02;
    return (y>height);
  }
}
```

- Why can we not call draw() directly on item in ArrayList?
- Why do we loop over ArrayList backwards?

## + ArrayList Example - Fireworks



## + Make the set using an ArrayList

```
ArrayList<Word> wordFrequency = new ArrayList();

// Compute the wordFrequency table using tokens
for (String t : tokens) {
  // See if token t is already a known word
  int index = search(t, wordFrequency);
  if (index >= 0) {
    wordFrequency.get(index).incr();
  }
  else {
    wordFrequency.add(new Word(t));
  } // if
} // for
```

## + HashMap

- **Constructors**

```
HashMap map1 = new HashMap();
HashMap map2 = new HashMap(int initialCapacity);
```
- **Fields**
- **Methods**

```
size() // Returns num of items held.
put(Object key, Object o) // Puts o in map at key
remove(Object key) // Remove Object at key
get(Object key) // Get Object at key
containsKey(Object key) // True if map contains key
containsValue(Object val) // True if map contains val
clear() // Removes all items.
isEmpty() // true if empty.
```

## + Count the words (second way)

- Use a HashMap (a dictionary from **words** → **counts**)
- `HashMap <String,Integer> wordCountSet =  
new HashMap<String,Integer>();`
- to add a new word:
  - `wordCountSet.put(word,1); // initial count is 1`
- to get the frequency of a word:
  - `Integer frequency =  
wordCountSet.get(word); // if null, then none`
- to update the frequency of a word:
  - `wordCountSet.put(word, frequency + 1);`