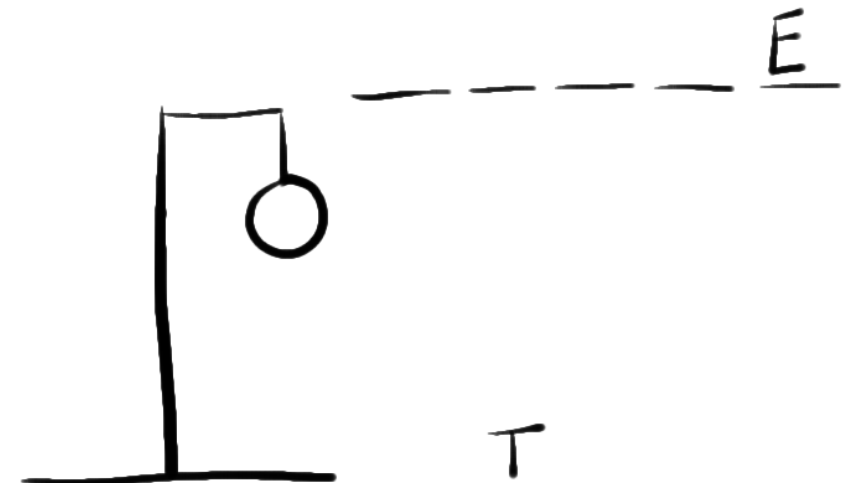


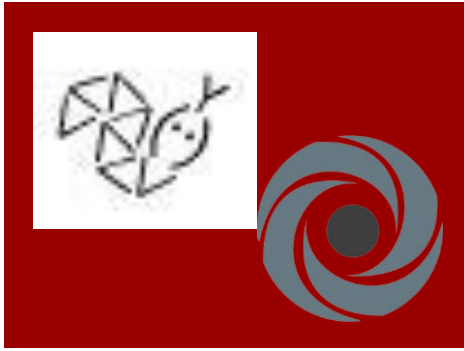
Strings – Day 1

Journal

- Students will identify a string as a sequence of characters that are identified by their index value, beginning with 0 (zero)
- Use the len function to get the number of characters in a string
- Traverse strings using both while and for loops
- Slice strings using [m:n]
- Parse strings using the find method and slicing
- Debug simple string programs to find and correct problems

Play a game of hangman with a partner – each person play each role. Write one of the games in your journal.





Strings

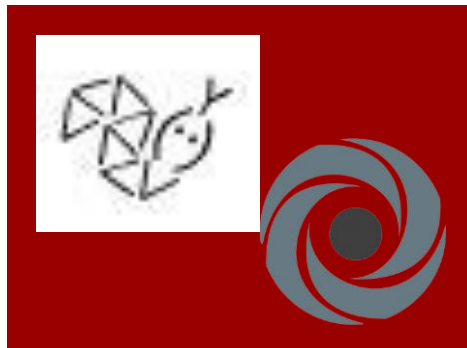
What are they?

- Strings are simply a sequence of characters.
- Go to your ide (either python anywhere or REPL.it)
 - And start a new file – call it `Strings1.py`

```
word = "Friday"  
letter = word[1]  
print (letter) 0
```

Strings1.py

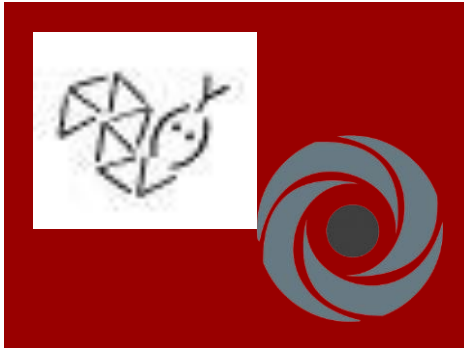
Strings 0



Spaces for hangman

- What do we need first for a hangman game?
 - To make the spaces

```
word = "Friday"  
< letter = word[1] >  
< print (letter) >  
length = len(word)  
letter = word[length] ← print (length)  
print (letter)
```



Solution of hangman

#

```
index = 0 → len(  
while (index < len(word)):
```

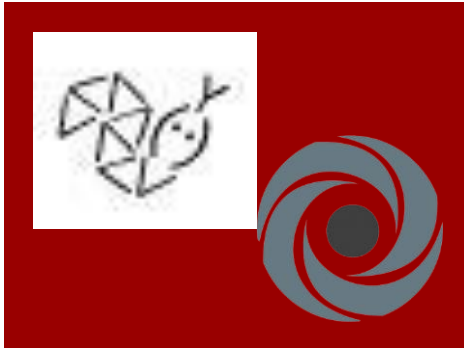
```
    letter = word[index]  
    print (letter, end = " ")  
    index += 1
```

- = 1

**what if we wanted it to
go backwards?

```
for char in word:  
    print (char)
```

for index in (0 to len(word)-1)
range len(word)



slicing a string

```
letters = word[3:5]  
print (letters)
```

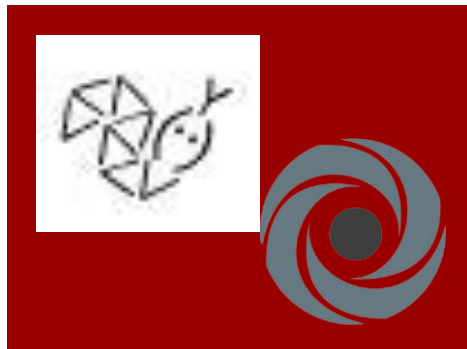
```
letters = word[ :4]  
print letters
```

```
letters = word[4: ]  
print letters
```

```
letters = word[ : ]  
print letters
```

Friday
0 1 2 3 4 5

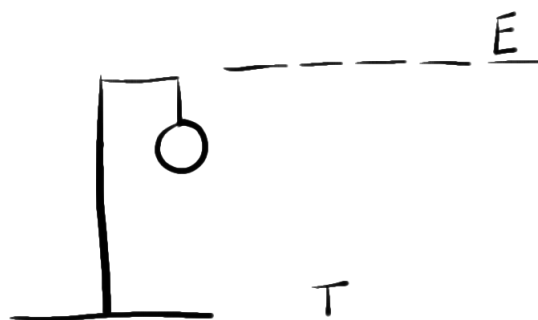
[:]
↑ includes ↑ does not include



- what functions would be best?

Thinking
about
hangman

reet



- start to write the functions – set up your main just to test them one at a time.