

# Text Functions

Comparison, Concatenation, Indexing



```
var s = "Gorilla";
```

0	1	2	3	4	5	6
G	o	r	i	l	l	a

Index

Element



Index = an address, plural = indices

[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]
a	a	r	d	v	a	r	k	s

Index = an address, plural = indices

[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]
a	a	r	d	v	a	r	k	s

Element = a place in the array

Index = an address, plural = indices

[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]
a	a	r	d	v	a	r	k	s

Element = a place in the array

What is in  
element 0?

Index = an address, plural = indices

[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]
a	a	r	d	v	a	r	k	s

Element = a place in the array

What is in  
element 0?

a

Index = an address, plural = indices

[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]
a	a	r	d	v	a	r	k	s

Element = a place in the array

What is in  
element 0?

a

What is  
the index  
of v?

Index = an address, plural = indices

[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]
a	a	r	d	v	a	r	k	s

Element = a place in the array

What is in  
element 0?

a

What is  
the index  
of v?

4



# Index

- The address of an element.
- The indices go from 0 to the array length - 1.

# Element

- A value stored at a specific index.
- Only one things is stored in each spot.

1. Use this code to fill in the memory diagram.

```
var a = "atari asteroids";
```

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14



- In RAM, text variables are stored with each \_\_\_\_\_ in a box.
- The \_\_\_\_\_ are the numbers of the top of the table. For this text variable, they go from \_\_\_\_\_ to \_\_\_\_\_.
- The plural of index is \_\_\_\_\_.
- The length of this text variable is \_\_\_\_\_.
- Because the index numbers start at \_\_\_\_\_, the length is \_\_\_\_\_ bigger than the last index.
- The \_\_\_\_\_ is the part in the bottom of the table.

1. Use this code to fill in the memory diagram.

```
var a = "atari asteroids";
```

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14



- In RAM, text variables are stored with each letter (char) in a box.
- The \_\_\_\_\_ are the numbers of the top of the table. For this text variable, they go from \_\_\_\_\_ to \_\_\_\_\_.
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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14



- In RAM, text variables are stored with each letter (char) in a box.
- The index numbers are the numbers of the top of the table. For this text variable, they go from 0 to 14.
- The plural of index is \_\_\_\_\_.
- The length of this text variable is \_\_\_\_\_.
- Because the index numbers start at \_\_\_\_\_, the length is \_\_\_\_\_ bigger than the last index.
- The \_\_\_\_\_ is the part in the bottom of the table.

1. Use this code to fill in the memory diagram.

```
var a = "atari asteroids";
```

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14



- In RAM, text variables are stored with each letter (char) in a box.
- The index numbers are the numbers of the top of the table. For this text variable, they go from 0 to 14.
- The plural of index is indices.
- The length of this text variable is \_\_\_\_\_.
- Because the index numbers start at \_\_\_\_\_, the length is \_\_\_\_\_ bigger than the last index.
- The \_\_\_\_\_ is the part in the bottom of the table.

1. Use this code to fill in the memory diagram.

```
var a = "atari asteroids";
```

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14



- In RAM, text variables are stored with each letter (char) in a box.
- The index numbers are the numbers of the top of the table. For this text variable, they go from 0 to 14.
- The plural of index is indices.
- The length of this text variable is 15.
- Because the index numbers start at 0, the length is 15 bigger than the last index.
- The content is the part in the bottom of the table.

1. Use this code to fill in the memory diagram.

```
var a = "atari asteroids";
```

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14



- In RAM, text variables are stored with each letter (char) in a box.
- The index numbers are the numbers of the top of the table. For this text variable, they go from 0 to 14.
- The plural of index is indices.
- The length of this text variable is 15.
- Because the index numbers start at 0, the length is one bigger than the last index.
- The \_\_\_\_\_ is the part in the bottom of the table.



1. Use this code to fill in the memory diagram.

```
var a = "atari asteroids";
```

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14



- In RAM, text variables are stored with each letter (char) in a box.
- The index numbers are the numbers of the top of the table. For this text variable, they go from 0 to 14.
- The plural of index is indices.
- The length of this text variable is 15.
- Because the index numbers start at 0, the length is one bigger than the last index.
- The element is the part in the bottom of the table.

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", s.length ());
```

Prints: 7

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", s.toUpperCase ());
```

Prints: **GORILLA**

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", s.toLowerCase ());
```

Prints: gorilla

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", s.indexOf("a"));
```

Prints: 6

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", s.indexOf("l"));
```

Prints: 4

If two or more,  
prints the first  
one.

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", s.charAt (1) );
```

Prints: o



```
var s = "Gorilla";
```

0	1	2	3	4	5	6
G	o	r	i	l	l	a



```
setText ("answer", s.substring(2, 6) );
```

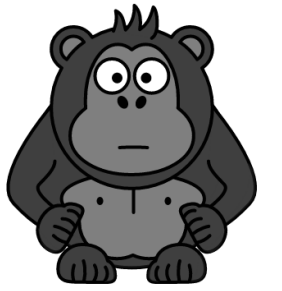
Start at the first number

Stops BEFORE the second number

Prints: **rill**



```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a



```
setText ("answer", s.substring(3, 5));
```

Prints: **il**

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

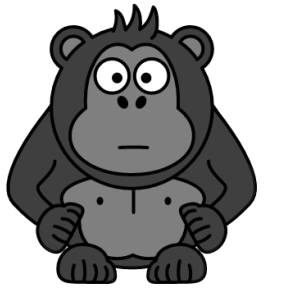


```
setText ("answer", s.substring(1, s.length()));
```

Prints: orilla

You can  
nest  
functions

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a



```
setText ("answer", s.substring(s.indexOf("r"), 5);
```

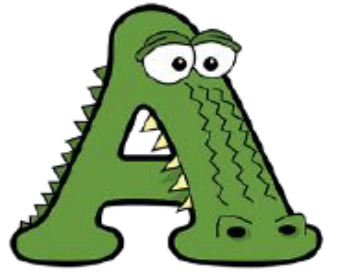
Prints: **ril**

## Boolean Operators:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z

4. Fill in the blanks:

- Text functions have interesting \_\_\_\_\_ expressions.
- They compare using the \_\_\_\_\_.
- Apple is \_\_\_\_\_ than Ball because \_\_\_\_\_ is earlier in the alphabet than \_\_\_\_\_.
- This is used to \_\_\_\_\_ a list of names and put it in alphabetical order.



5. Use these variables to figure out the Boolean expressions.

```
var word1 = "alligator";    var word3 = "zebra";  
var word2 = "bear";        var word4 = "zebra";
```

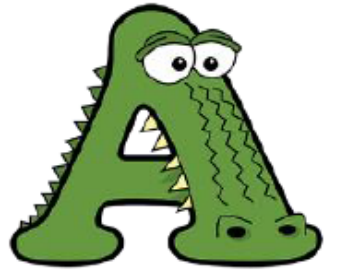


## Boolean Operators:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z

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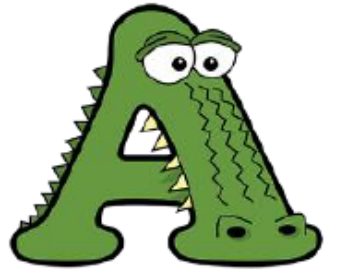


## Boolean Operators:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
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- They compare using the alphabet position of the char.
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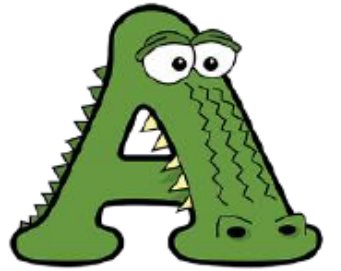


## Boolean Operators:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z

4. Fill in the blanks:

- Text functions have interesting Boolean expressions.
- They compare using the alphabet position of the char.
- Apple is smaller than Ball because A is earlier in the alphabet than B.
- This is used to sort a list of names and put it in alphabetical order.



5. Use these variables to figure out the Boolean expressions.

```
var word1 = "alligator";    var word3 = "zebra";  
var word2 = "bear";        var word4 = "zebra";
```

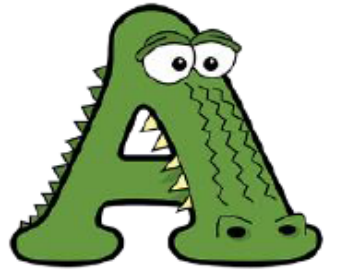


## Boolean Operators:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z

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```
var word1 = "alligator";    var word3 = "zebra";  
var word2 = "bear";        var word4 = "zebra";
```





```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", (s=="Water"));
```

Gorilla == Water

Prints: false

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", (s=="Gorilla"));
```

Gorilla == Gorilla

Prints: true

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", (s=="gorilla"));
```

Gorilla == gorilla

Prints: false

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", (s > "Zebra"));
```

Gorilla > Zebra

Prints: false

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", (s < "Zebra"));
```

Gorilla < Zebra

Prints: True

```
var s = "Gorilla";
```



0	1	2	3	4	5	6
G	o	r	i	l	l	a

```
setText ("answer", (s < "Apple") < 0);
```

Gorilla < Apple

Prints: False

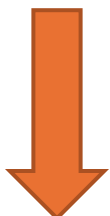
# Spartan Scytale



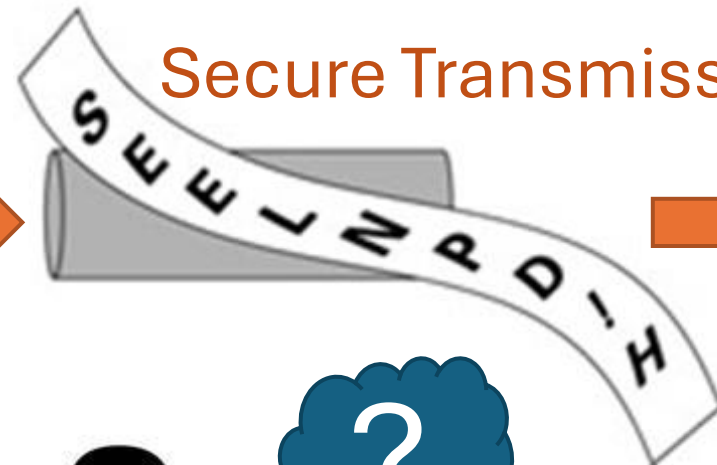


Alice

Send Help!



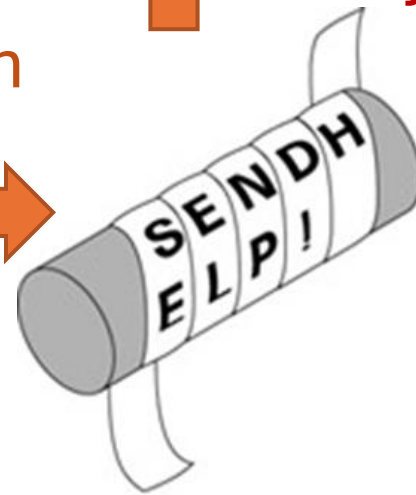
Encryption



Secure Transmission



Eve



Decryption

Send Help!



Bob



A close-up photograph of a small, white piglet with a pink snout, looking upwards and to the right. The piglet is standing in a field of green grass. The background is slightly blurred, showing a brick building and some greenery.

Pig

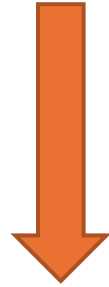
Latin



Alice

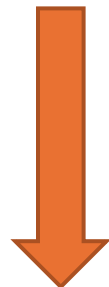


Plaintext



Algorithm: First letter to end AND add ay.

HELP ... ELP+H ... ELPH+AY



Ciphertext



Bob



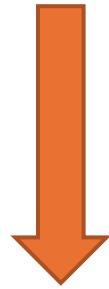
# Caesar Shift



Alice

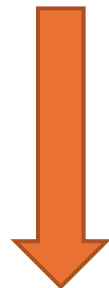


Plaintext



Key: shift of 1 letter

A B C D **E** F G **H** I J K **L** M N O **P** Q R S T U V W X Y Z  
 Z A B C **D** E F **G** H I J K L M N O **P** Q R S T U V W X Y



Ciphertext



Bob



Alice

HELP



Encryption

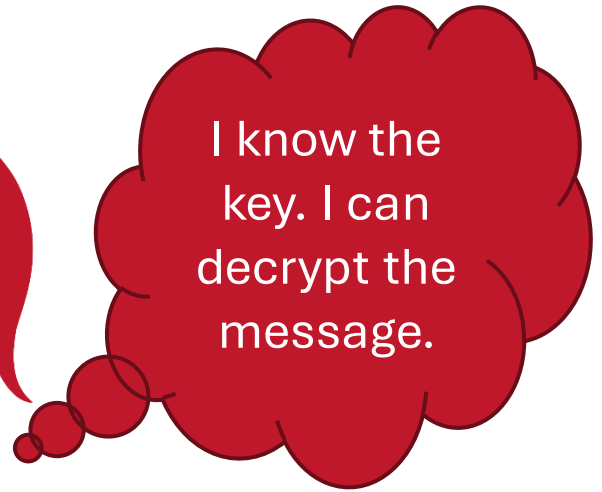
Key: shift of 1 letter

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
ZABCDEFGHIJKLMNOPQRSTUVWXYZ

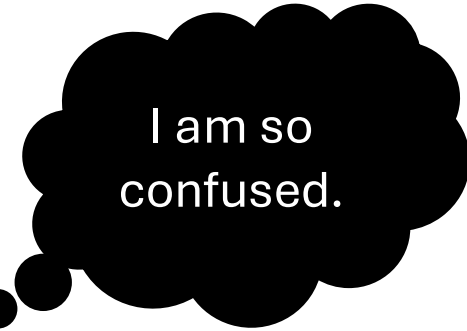
GDKO



Bob



I know the key. I can decrypt the message.



I am so confused.



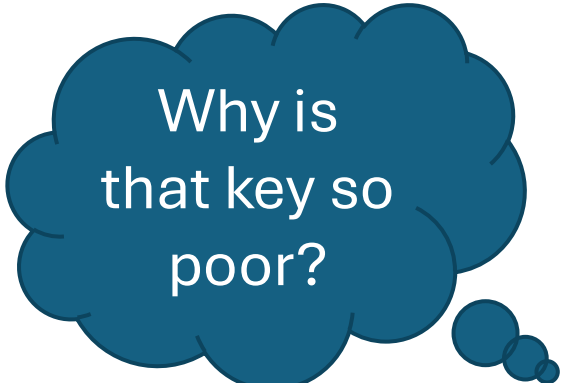
Eve



Yeah. Not really.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z
2	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y
3	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x
4	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w
5	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v
6	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u
7	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t
8	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s
9	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r
10	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q
11	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p
12	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
13	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m	n
14	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l	m
15	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k	l
16	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k
17	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j
18	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i
19	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h
20	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g
21	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f
22	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e
23	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d
24	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c
25	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b
26	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a
27	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z
28																										

There are only 26 possible keys... and one of them is very poor.





Alice

HELP



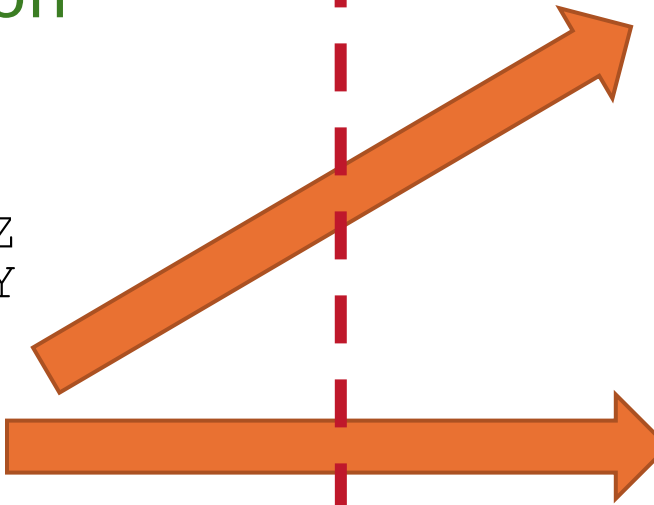
Encryption

Key: shift of 1 letter

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
ZABCDEFGHIJKLMNOPQRSTUVWXYZ

GDKO

# Brute Force Attack



Bob

I know the key. I can decrypt the message.



Eve

I only need to try 25 keys. That's seconds. I can decrypt the message.

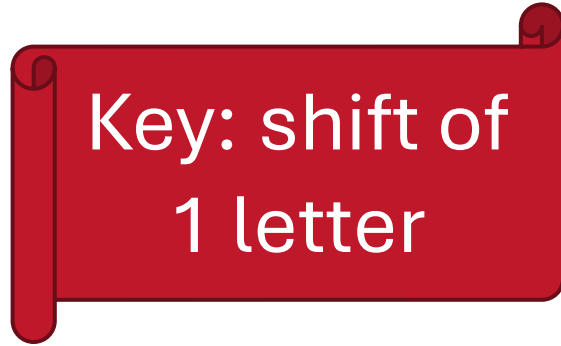
# Key Distribution Problem



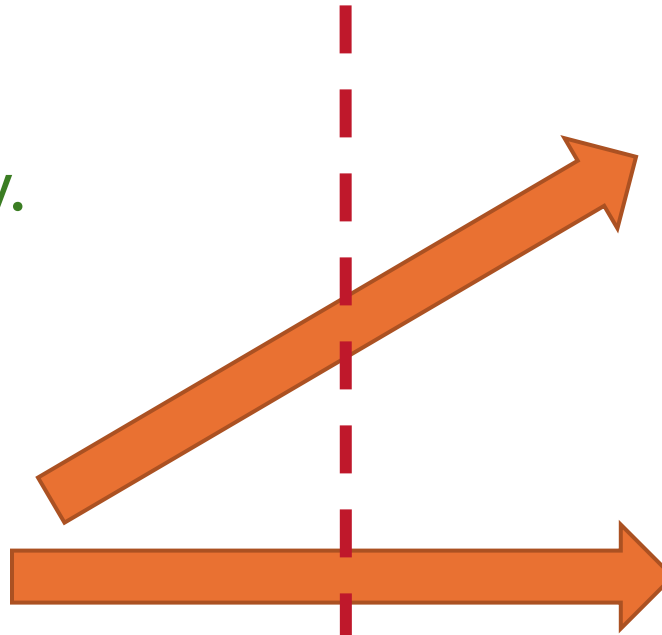
Alice



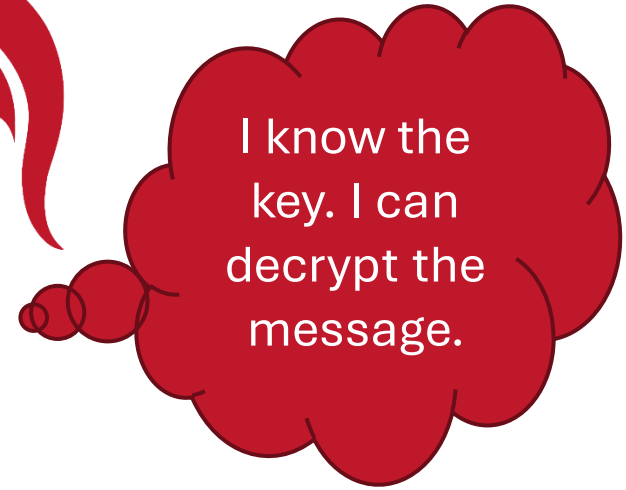
I need to  
pick a key.



Send the key out.



Bob



Eve

