

String_Methods

//Example of String Methods

//Mr. H.

```
String phrase = "";
void setup() {
  size(600, 600);
}
void draw() {
  background(255);

  //displays text
  textSize(24);
  fill(0);
  text("Enter a phrase", 20, 40);
  fill(255, 0, 0);
  text(phrase, 20, 80);

  //displays sting length
  fill(0);
  text("The phrase.length() is", 20, 120);
  fill(255, 0, 0);
  text(phrase.length(), 20, 160);

  //displays upper case
  fill(0);
  text("The phrase in uppercase is:", 20, 200);

  fill(255, 0, 0);
  text(phrase.toUpperCase(), 20, 240);

  //displays lower case
  fill(0);
  text("The phrase in lowercase is:", 20, 280);
  fill(255, 0, 0);
  text(phrase.toLowerCase(), 20, 320);

  //displays text vertically
  for (int i = 0; i < phrase.length(); i = i + 1) {
    fill(255, 0, 0);
    text(phrase.charAt(i), 550, 40 + 40*i);
  }
}
//the new void appends or deletes a char on a string
void keyPressed() {
  if (key == BACKSPACE) {
    if (phrase.length() > 0) {
      phrase = phrase.substring(0, phrase.length()-1);
    }
  }
}
```

```
}  
} else if (key == DELETE) {  
    phrase = "";  
} else if (keyCode != TAB && keyCode != SHIFT && keyCode !=  
    CONTROL && keyCode != ALT && textWidth(phrase+key) < width-20) {  
    phrase = phrase + key;  
}  
}
```