

ARB04

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Chapter 1

ARB04

1.1 ARexx For Beginners - Article 4 - Numbers & Strings

AREXX FOR BEGINNERS

ARTICLE 4 - NUMBERS AND STRINGS

BY FRANK BUNTON

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Numbers
Strings

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1.2 ARexx For Beginners - Article 4 - Numbers

NUMBERS

Every one knows what numbers are so why talk about them?

Mainly to differentiate them from strings! But also to talk a little about different ways that numbers can be displayed and about the different number systems that are available.

We will learn quite a bit about numbers and how to manipulate them as we go along. At this point, however, I will just make these points.

There are at least three different number systems used in the computing world. These are:-

- Decimal System
 - Binary System
 - Hexadecimal System
-

There is absolutely no need, at this stage, for the beginner to know anything about Binary and Hexadecimal. (I will assume that you know about decimal numbers?!!?!!?) However, if you want to know more at this stage, just click on Number Systems read about them. Or leave it until a later time.

ARexx will sometimes display the results of an evaluation as an INTEGER number, or in SCIENTIFIC or ENGINEERING Notations.

Just double click on one of the highlighted areas above to read more about these types of numbers.

Although beginners would not normally have to worry about these at all, you should know that, if an evaluation results in a number larger than 999999999 or less than 0.0000000001 then the result will be displayed in scientific or engineering notation. For example:-

The number 1234567890 would be displayed as 1.23456789E+9

However, I doubt if the average ARexx program would ever use numbers outside this range!

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1.3 ARexx For Beginners - Article 4 - Strings

STRINGS

A STRING is a single unit of data that contains one or more characters and that has been enclosed in string delimiters.

Strings are heavily used and referred to in ARexx so just double click on the above highlighted area to read more about them.

We will learn, as we go along, a lot about how to manipulate strings

and how to get the user to enter them from the keyboard so that we can store them as data.

=== End of Text ===
