

0.1 Convert string to decimal string using prefixed notation

The input string is in prefix (16r, (10r), 8r, 2r) notation. It returns a decimal number.

```
1a  <convertInteger.m 1a>≡
    + (int) convertInteger: (NSString*) inString
    {
        <if string is null then exit with 0 1b>

        <Find where the prefix character is in the string 1c>
        if ( radixRange.location == NSNotFound) {
            <decimal string found so return integer value directly 1d>
        } else {
            <radix value found so process remainder of string 1e>
        }
        return returnValue;
    } // convertInteger
```

Uses radixRange 1c and returnValue 2f.

We could return null here if returning NSInteger.

```
1b  <if string is null then exit with 0 1b>≡ (1a)
    if ( inString == NULL ) return 0;
```

```
1c  <Find where the prefix character is in the string 1c>≡ (1a)
    NSRange radixRange = [inString rangeOfString:@"r"];
```

Defines:

radixRange, used in chunks 1a and 2e.

```
1d  <decimal string found so return integer value directly 1d>≡ (1a)
    return (int)[inString integerValue];
```

```
1e  <radix value found so process remainder of string 1e>≡ (1a)
    <extract the prefix radix 2e>
    <set up return value 2f>
    <Set up loop variables 2a>
    for ( int i = (int)radixLength+1; i < [inString length]; i++ ) {
        <get next character into a string value 1f>
        <get character range from list of possible digits 2b>
        <add the digit to the return value 2c>
    }
```

Uses radixLength 2e.

nextChar is a convenience variable to make things easier to read.

```
1f  <get next character into a string value 1f>≡ (1e)
    s = [NSString stringWithFormat:@"%c", [inString characterAtIndex:i]];
```

Uses s 2d.

To pull the correct value from the list of characters.

2a \langle Set up loop variables 2a $\rangle \equiv$ (1e) 2d \triangleright

```
NSRange charRange;
```

Defines:

`charRange`, used in chunk 2.

The range result (location) will be the multiplier for the radix.

2b \langle get character range from list of possible digits 2b $\rangle \equiv$ (1e)

```
charRange = [ @"0123456789ABCDEF"
              rangeOfCharacterFromSet: [NSCharacterSet
                                       characterSetWithCharactersInString: s]];
```

Uses `charRange` 2a and `s` 2d.

2c \langle add the digit to the return value 2c $\rangle \equiv$ (1e)

```
returnValue = radix * returnValue + (int)charRange.location;
```

Uses `returnValue` 2f, `radix` 2e, and `charRange` 2a.

Another convenience variable.

2d \langle Set up loop variables 2d $\rangle + \equiv$ (1e) \triangleleft 2a

```
NSString *s;
```

Defines:

`s`, used in chunks 1f and 2b.

2e \langle extract the prefix radix 2e $\rangle \equiv$ (1e)

```
NSUInteger radixLength = radixRange.location;
NSString *radixString = [inString substringToIndex:radixLength];
int radix = [radixString intValue];
```

Defines:

`radix`, used in chunk 2c.

`radixLength`, used in chunk 1e.

`radixString`, never used.

Uses `radixRange` 1c.

2f \langle set up return value 2f $\rangle \equiv$ (1e)

```
int returnValue = 0;
```

Defines:

`returnValue`, used in chunks 1a and 2c.

A Index of Chunks

<add the digit to the return value 2c>
<convertInteger.m 1a>
<decimal string found so return integer value directly 1d>
<extract the prefix radix 2e>
<Find where the prefix character is in the string 1c>
<get character range from list of possible digits 2b>
<get next character into a string value 1f>
<if string is null then exit with 0 1b>
<radix value found so process remainder of string 1e>
<Set up loop variables 2a>
<set up return value 2f>

B Index of Variables

charRange: 2a, 2b, 2c
radix: 2c, 2e
radixLength: 1e, 2e
radixRange: 1a, 1c, 2e
radixString: 2e
returnValue: 1a, 2c, 2f
s: 1f, 2b, 2d
*