

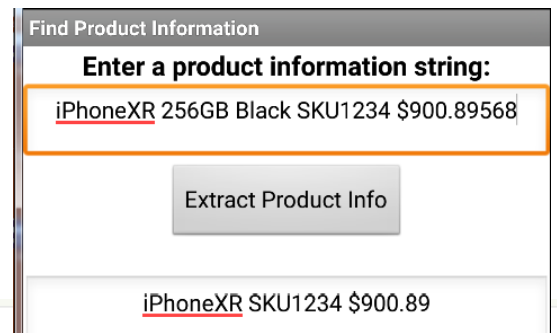
# Chapter 10 Projects

## 4. Find Product Information

Write an application that extracts a product name, the SKU number, and the price from a string of product information. Assume that the name starts at position one and goes until the first space. The item number starts with characters SKU and continues until the next space. The price starts at the dollar sign and will go until two characters after the next period. So, if your input is:

- iPhoneXR 256GB Black SKU1234 \$900.89568

The application would display iPhoneXR SKU1234 \$900.89



The image displays the Scratch code blocks for the application. At the top, three global variables are initialized: Price to "", SKU to "", and ProductName to "". The code is organized into three main sections:

- Product Name Extraction:** A "do" block that sets global variables. It uses a "piece" block with a regular expression "S" to find the first space in the input text. The length of the text before this space is stored in a global variable. A second "piece" block with "S" is used to find the next space, and the length between the two spaces is stored in another global variable. These lengths are used to extract the product name from the input text.
- SKU Extraction:** A "do" block that uses a "segment text" block to find the "SKU" substring in the input text. The length of this segment is stored in a global variable, which is then used to extract the SKU number.
- Price Extraction:** A "do" block that uses a "segment text" block to find the "\$" character in the input text. The length of this segment is stored in a global variable. Another "segment text" block is used to find the "." character, and its length is also stored. These lengths are used to extract the price from the input text.

Finally, a "when ButtonExtractProductInfo .Click" event triggers a "do" block that calls three custom functions: "GetProductName", "GetSKU", and "GetPrice". The results of these calls are joined together and displayed in a text area.