Opening Discussion

- What did we talk about last class?
- What did you find interesting in the reading for today?
The contents of this chapter don't really count as databases, but they are simple ways of storing information and how to modify it.

What are DBM files and how do you interact with them?

How do you do random access files in Perl? Compare this to how you would do it in other languages?

What are some of the issue of dealing with “text databases”? What tools does Perl give you to make this easier?
Advanced Techniques

- **eval** – This is how you do error handling in Perl.
- **grep and map** – These remarkably functional like functions perform standard operations on lists.
- **Non-greedy Qualifiers** – Normally the quantifiers try to match as much of the string as they can and still make a complete match. By putting a ? after them you change their behavior so they match as little as they can while still doing a complete match.
- **Slices** – You can pull multiple items from a list, array, or hash in Perl much the same as you could in Matlab. The method isn't quite as powerful and the syntax is worth noting.
Remember to turn in assignment #8 tonight.