PROGRAMMING GLOSSARY

Learn Grasshopper
with Kris

Programming Glossary

String

A string is a data type that contains a sequence of characters. Usually they serve informational purposes or to gain Booleans by comparing two strings. In Grasshopper, strings can also be cast to other data types: 1,4,5 will become a point with the coordinates x=1, y=4, z=5.

Integer

An integer is a data type that can only be numbers without fractions. In Grasshopper, it is often used for counting and indexing of lists.

Booleans

Numeric variables can store a whole range of different numbers. Boolean variables can only store two values referred to as Yes or No, True or False, 1 or 0. Obviously we never use booleans to perform calculations because of their limited range. We use booleans to evaluate conditions.

Item:
A single datum (piece of data). Items can either contain a value, or they can be empty which Grasshopper will call *null*.

List
An ordered collection of data. Ordered meaning there's a first, second, third, ..., last item. Items inside lists are accessed by an *index*.

Index
Indices are non-negative integers where 0 represents the first item, 1 the second item and so forth. Every item in a list is uniquely identified by a single index.

Culling

Culling is just removing data you don't want.