Following on from checking user input, we can now look at what else we can do with strings.

Start a new Python Trinket and give it a file name.

```
/ My Trinkets / Untitled
```

Setup

```
#!/usr/bin/env python3 #use python 3
```

Listing 2

We can determine and print the length of a string.

```
x = input("enter a string")
print(x)
print(len(x))
print("The string length is"), + (len(x))
```

We can also add this information to the end of another string. This makes output a little more friendly.

Listing 3

```
print("The string length is"), + (len(x))
```

So what happens if the user does not enter anything and just presses enter? We can deal with this by testing the length of the string. Firstly set the variable y to the length of our string x

Listing 4

```
y = len(x)
```

now add a test, firstly if there is no text entered, string length is 0, so print a message to say no text entered, Otherwise there will be text, y will be ¿ 0 so print The string length is (string length).

Listing 5

```
if y ==0:
   print("no text entered")
else:
   print("The string length is"), + (len(x))
```

If you combine this with the other examples which test if a string is made from number or letters (isdigit, isalpha) you start to build in more comprehensive error checking.