## (8-1) Arrays I H\&K Chapter 7

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## What is an array?




C Arrays

Graphs are from:
https://michaelscodingspot.com/array-iteration-vs-parallelism-in-c-net/ https://www.programiz.com/c-programming/c-arrays

## What is an array?

- A sequence of items that are contiguously allocated in memory
- All items in the array are of the same data type and of the same size
- All items are accessed by the same name, but a different index


## More About Arrays

- An array is a data structure
- A data structure is a way of storing and organizing data in memory so that it may be accessed and manipulated efficiently


## Uses for Arrays?

- Store related information
- Student ID numbers
- Names of players on the Seattle Mariners roster
- Scores for each combination in Yahtzee




## Graphs are from:

https://www2.cs.arizona.edu/classes/cs120/fall17/ASSIGNMENTS/assg06/example-battleship.html https://www.thoughtco.com/probability-of-rolling-a-yahtzee-3126593
C. Hundhausen, A. O'Fallon, B. Lin

## The Many Dimensions of an Array

- A single dimensional array is logically viewed as a linear structure
- A two dimensional array is logically viewed as a table consisting of rows and columns


Graphs are from: https://study.com/academy/lesson/declaring-one-dimensional-arrays-definition-example.html https://beginnersbook.com/2014/01/2d-arrays-in-c-example/
C. Hundhausen, A. O'Fallon, B. Lin

## Declaring a Single Dimensional Array (1)

- Arrays are declared in much the same way as variables:

```
int a[6];
```

declares an array a with 6 cells that hold integers:

| $a[0]$ | $a[1]$ | $a[2]$ | $a[3]$ | $a[4]$ | $a[5]$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 10 | 12 | 0 | 89 | 1 | 91 |

Notice that array indexing begins at 0 .

## Declaring a Single Dimensional Array (2)

- We can declare arrays alongside simple variables:

```
int students[100], count, teachers[50];
double gpa[100], average;
char ch, name[100]; /* name is actually a string */
```


## Manipulating Array Cells

- Assuming the previous array:

| $a[0]$ | $a[1]$ | $a[2]$ | $a[3]$ | $a[4]$ | $a[5]$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 10 | 12 | 0 | 89 | 1 | 91 |

all of the following statements are valid:

```
a[0] = 4; /* changes the value of a[0] from 10 to 4 */
a[2] += 2; /* sets the value of a[2] to 2 */
a[5] = a[3] - a[4]; /* sets the value of a[5] to 88 */
```


## Initializing Arrays

- We can initialize arrays at the time we declare them Just as

$$
\text { int count }=0
$$

is valid, so too is
int student_id[] = \{3423, 8794, 4595, 1423, 4311,
5153, 9182, 1481, 1253,

1222,

$$
\text { 2521, 2251, 2111\}; }
$$

Notice how you can omit the size of the array; the compiler deduces the size from the number of values listed.
C. Hundhausen, A. O'Fallon

## Array Subscripts

- We can do arithmetic on array subscripts! Assume this array:

| $a[0]$ | $a[1]$ | $a[2]$ | $a[3]$ | $a[4]$ | $a[5]$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 10 | 12 | 0 | 89 | 1 | 91 |

Then all of the following are valid:

```
int x = 2;
printf("%d",a[x + 2]); /* a[4] == 1 */
printf("%d",a[2 * x - 1]); /* a[3] == 89 */
printf("%d",a[x] - a[x-1]); /* -12 */
printf("%d",a[++x]); /* a[3] == 89; x == 3 */
a[x - 1] = a[x - 2]; /* assigns 12 to a[2] */
printf("%d",a[x + 4]); /* Does a[7] exist? */
```


## You Try It (1)

Write a segment of code that creates an array of 10 double values, populates the array with the values 1.0 through 10.0, and finally exchanges the $1^{\text {st }}$ and $10^{\text {th }}$ values.

## You Try It (2)

## Solution:

```
double array[] = {1.0, 2.0, 3.0, 4.0, 5.0, 6.0
                                    7.0, 8.0, 9.0, 10.0};
double temp;
temp = array[9];
array[9] = array[0];
array[0] = temp;
```


## Using Loops to Access Array Elements (1)

- We often need to process each element of an array in turn
- Example: Computing the average, minimum, and maximum of a group of values (sound familiar?)
- We can accomplish this with a for loop that goes from 0 to one less than the array size


## Find Minimum Review

## Using Array

```
int num1=2, num2=3, num3=10, num4=1;
int temp = num1;
if (num2 < temp)
{
        temp = num2;
}
If (num3< temp)
{
    temp = num3;
}
If (num4 < temp)
{
    temp = num4;
}
```

```
int nums[] = {2,3,10,1};
```

int nums[] = {2,3,10,1};
min_num = nums[0];
min_num = nums[0];
int i = 0;
int i = 0;
length_arr= sizeof(nums)/sizeof(int);
length_arr= sizeof(nums)/sizeof(int);
for (i = 0; i<length_arr; i ++)
for (i = 0; i<length_arr; i ++)
for (i = 0; i<length_arr; i ++)
{
{
{
if (nums[i] < min_num)
if (nums[i] < min_num)
if (nums[i] < min_num)
{
{
{
min_num = nums[i];
min_num = nums[i];
min_num = nums[i];
}
}
}
}

```
}
```

}

```

\section*{Using Loops to Access Array Elements (2)}
```

int scores [] = {56,78,12,90,85,74,95,80,40,95};
int count = 10, i, sum = 0, max = 0, min = 100;
double average;
for (i = 0; i < count; ++i) /* we loop from 0 to 9 */
{
sum += scores[i];
if (scores[i] > max)
max = scores[i];
if (scores[i] < min)
min = scores[i];
}
average = (double) sum / (double) count;
printf("average: %.2f\n",average);
printf("maximum: %d\n",max);
printf("minimum: %d\n",min);
/* Could also display a differences table here, just as
the book does (see Fig. 8.3, p. 377 */

```

\section*{Passing Arrays as Parameters}
- The previous example would exhibit better topdown design if it broke the problem down into functions:
```

- get_scores /* Let's assume that the scores
should be read from an input
file */

```
- compute_stats /* Given an array of
                                values, computes the
                                high, low, and average */
- display_stats /* Displays the high, low, and
            average */
- display_differences_table /* displays a table of
                        the values read in
                        and the difference
                                    between each value
                                    and the mean */

\section*{Next Lecture...}
- We'll continue our exploration of arrays:
- Searching and sorting algorithms
- Multidimensional arrays

\section*{References}
- J.R. Hanly \& E.B. Koffman, Problem Solving and Program Design in C (8th Ed.), AddisonWesley, 2016
- P.J. Deitel \& H.M. Deitel, C How to Program ( \(7^{\text {th }}\) Ed.), Pearson Education, Inc., 2013.

\section*{Collaborators}
- Chris Hundhausen
- Andrew O' Fallon```

