

# Lecture 9

## Arrays

C Programming

# Lecture 9 Topics

- ⌘ Array definition
- ⌘ Array declaration
- ⌘ Array assignment
- ⌘ Array Input / Output
- ⌘ Examples

# What is an Array?

- It's a collection of variables (the same type) grouped into one name.
- More specifically, it's a group of memory locations for variables of the same type and specified by the same name.
- It makes dealing with related variables much easier.

# Parts of Arrays

## Elements

- ☒ Refers to the number of individual items represented by the array

## Index (or more formally, Subscript)

- ☒ Refers to one particular element in the array
- ☒ The first position in an array is represented by an index, or subscript of 0 (zero). For example,
  - `arrStudentGrades[ 0 ]`
- ☒ The second position is referred to by
  - `arrStudentGrades[ 1 ]`

# Arrays

⌘ An *array* is an ordered list of values

The entire array  
has a single name

Each value has a numeric *index*

	0	1	2	3	4	5	6	7	8	9
scores	79	87	94	82	67	98	87	81	74	91

An array of size N is indexed from zero to N-1

This array holds 10 values that are indexed from 0 to 9

# Arrays

⌘ A particular value in an array is referenced using the array name followed by the index in brackets

⌘ For example, the expression

`scores[2]`

refers to the value 94 (the 3rd value in the array)

⌘ That expression represents a place to store a single integer and can be used wherever an integer variable can be used

# Arrays

⌘ For example, an array element can be assigned a value, printed, or used in a calculation:

```
scores[2] = 89;
```

```
scores[first] = scores[first] + 2;
```

```
mean = (scores[0] + scores[1])/2;
```

```
printf ("Top = %d", scores[5]);
```

# So how do we use arrays?

⌘ Same concepts as other variables apply

- ☑ Must declare the array

- ☑ Must initialize the array

- ☑ Can use arrays in expressions and functions, setting elements' values or using their values, similar to the use of ordinary variables



# Declaring an array

- ⌘ The declaration is similar to the declaration of other variables (except for the brackets and number of elements):

```
int iMyFirstArray[ 15 ], iMySecondArray[ 20 ];
```

- ⌘ You can use a `#define` constant to set the size of the array

```
#define GRID_ROWS_MAX 8  
int arrGridRows[ GRID_ROWS_MAX ] ;
```

# Declaring Arrays

⌘ The scores array could be declared as follows:

```
int scores[10];
```

⌘ The type of the variable scores is an array of integers

⌘ The variable scores is set to a new blank array that can hold 10 integers

# Declaring Arrays

⌘ Some examples of array declarations:

```
double prices[500] ;
```

```
int factor[12] , age[6];
```

```
char codes[30] ;
```

# Initializing an Array

- ⌘ You can initialize an array when you declare it, as you do with other variables
- ⌘ Syntax is slightly different, as you are now initializing more than one element at a time
- ⌘ One way at declaration, using *initializers*:  

```
int iMyFirstArray[ 5 ] = { 0, 0, 0, 0, 0 } ;
```
- ⌘ Note the braces around the initial zeroes which themselves are separated by commas

# Initializing an Array (cont'd)

⌘ If you specify fewer initializing values than you have elements, all the rest are initialized to a value of 0! For example:

```
int iMyFirstArray[ 5 ] = { 0 }; would set  
all elements to 0
```

```
int iMyFirstArray[ 5 ] = { 4 }; would set  
the zeroth element to 4 and the rest to 0!
```

# Initializing an array without specifying size

⌘ You can also initialize and set the number of elements with the same step:

```
int iMyFirstArray[ ] = { 0, 0, 0, 0, 0 } ;
```

⌘ Note: there is NO size specified; C automatically makes it 5 elements since you gave five initial values

# Initializer Lists

⌘ Examples:

```
int units[ ] = {147, 323, 89, 933, 540,  
               269, 97, 114, 298, 476};
```

```
char letterGrades[ ] = {'A', 'B', 'C', 'D', 'F'};
```

⌘ Note that an initializer list can only be used only in the array declaration

# Initializing array with a for loop

- ⌘ After declaring an array, you can initialize it in the body of your program by using a for loop:

```
int i = 0, iMyFirstArray[ 5 ] ; /* size is 5*/  
  
for ( i = 0 ; i <= 4 ; i++ )  
{  
    iMyFirstArray[ i ] = 0 ;  
} /* end for i */
```

- ⌘ Note the upper bound is 4, not 5! That is, you loop through 0 to 4 to initialize an array with 5 elements



# Bounds Checking

- ⌘ Once an array is created, it has a fixed size
- ⌘ An index used in an array reference must specify a valid element
- ⌘ That is, the index value must be in bounds (0 to N-1)

# Bounds Checking

⌘ For example, if the array `codes` can hold 100 values, it can be indexed using only the numbers 0 to 99

⌘ If `count` has the value 100, then the following reference will cause a problem:

**problem**

```
for (int index=0; index <= 100; index++)  
    codes[index] = index*50 + epsilon;
```

# Array Input/ Output

- ⌘ We typically use for loops for any kind of array processing.
- ⌘ To input an array, one by one:

```
for (i=0; i<10 ; i++ )  
{  
    printf(" Enter element %d  : ", i );  
    scanf ( " %d ", &scores[i] );  
}
```

# Array Output

⌘ To display an array, one element per line:

```
for (i=0; i<10 ; i++ )  
{  
    printf(" scores [%d] : %d\n", i ,  
    scores[i] );  
}
```

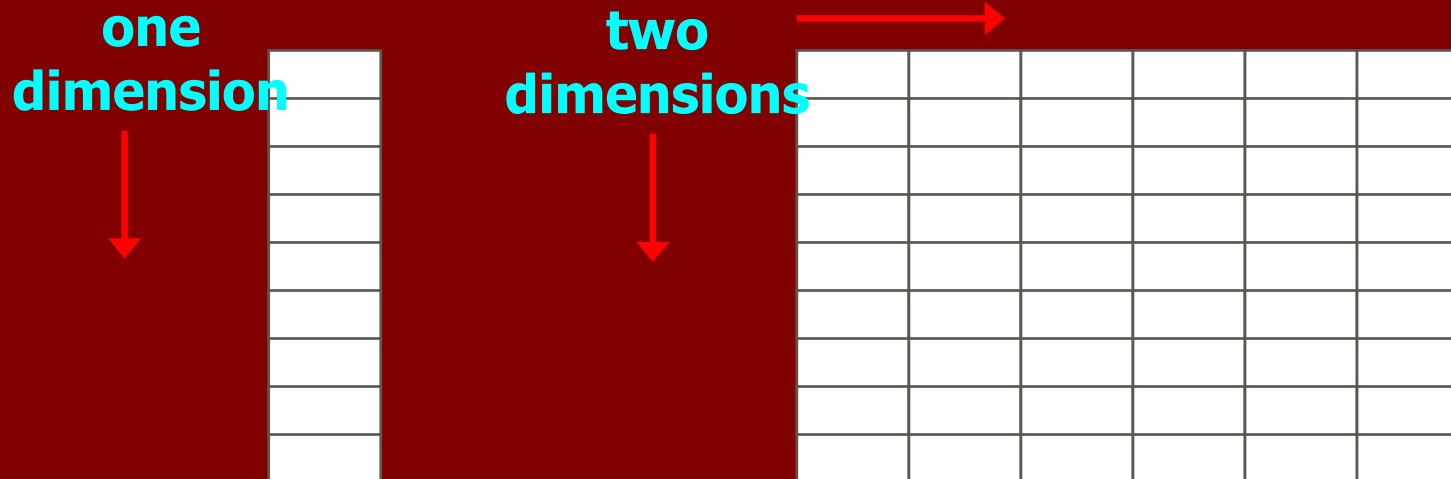
```
#define SIZE 10
```

```
int main()
```

```
{  
    int myFirstArray[SIZE], i;  
  
    for (i=0; i<=SIZE-1; i++)  
    {  
        myFirstArray[i] = i * 2;  
        printf("myFirstArray with subscript of %d holds the  
value %d\n", i, myFirstArray[i]);  
    }  
    return 0;  
  
}
```

# Two-Dimensional Arrays

- ⌘ A *one-dimensional array* stores a list of elements
- ⌘ A *two-dimensional array* can be thought of as a table of elements, with rows and columns



```
int table[2][3]={0,0,0,1,1,1};
```

```
int table[2][3]={ {0,0,0},{1,1,1} }
```



# Example

⌘ Write a program that reads in an array of 10 elements, gets their average, and then display the deviation of each element from that average.



# Example

⌘ Write a program that reads in an array of 10 integers (range 0 - 50, strict) and then draws a bar chart of the values:

```
10      *****
5        *****
15      *****
.....
```