

Anatomy of an Array

An array is simply a collection of multiple variables **tuts**+

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Anatomy of an Array

- Declared like any other variable
- Type is specified
- Square brackets contain the number of elements, or
- Square brackets can be empty when elements are specified

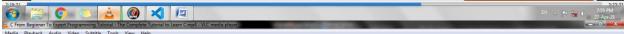
or they can be blank if the elements are specified



int deliveries[15];

- The integer array *deliveries* is created.
- It can hold up to 15 elements.

Here, the integer array deliveries has room for 15 elements, tuts



Anatomy of an Array

int totals[] = { 5, 13, 6 };

- The integer array totals is created.
- It has 3 elements, separated by commas.
- The final element is not followed by a comma.

The final element does not have a **tuts**



```
Anatomy of an Array
```

```
int totals[] = {
     5,
     13,
     6
};
```

Another common way to pre-assign values to an array.

Don't forget the commas, except after the final element tuts -



Anatomy of an Array

totals [0]

- Array elements are accessed by their number.
- Zero is the first element of an array.

The first element is element z **tuts** -



Anatomy of an Array

Printf("%d\n",totals[n]);

Variables can also be used to access array elements.

$$totals[n] = 14;$$

Values are assigned to array elements like any other variable.

It can find itself inside a printif furtuets -

Anatomy of an Array

Cannot change an array's size after it's been declared.

but for now, just accept it as a **tuts-**

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