Introduction to Object-Oriented Programming

Arrays, Part 1 of 2

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Modeling Aggregates

As you've seen, you can get pretty far with "scalar" data. But many phenomena we wish to model computationally are aggregates, or collections, for example:

- scores on assignments in a class,
- word counts in a document, or
- pixel colors in a bitmap image.

Today we'll learn Java's most basic facility for modeling such phenomena: arrays.

Arrays

Java Arrays (JLS §10):

- are objects,
- are dynamically allocated (e.g., with operator `new`), and
- have a fixed number of elements of the same type.

Creating Arrays

Consider the following *array creation expression* (JLS §10.3):

```
double[] scores = new double[5];
```

This declaration:

- allocates a 5-element array,
- the `5` in the example above can be any expression that is unary promotable to an `int` (JLS §5.6.1)
- stores the address of this new array in `scores`, and
- initializes each value to it's default value (`0` for numeric types, `false` for `boolean` types, and `null` for references, JLS §4.12.5).

Array Declarations

The preceding array definition

```
double[] scores = new double[5];
```

could be split into a declaration and initialization:

```
double[] scores;
scores = new double[5];
```

Also, you can put the `[]` on the type or the variable name when delaring an array. These two declarations are equivalent:

```
double[] scores;
double scores[];
```

Generally, it's better style to put the `[]` on the type.

Mixed Declarations

Note that you can mix aray declarations with declarations of variables having the same element type. The declaration line:

```
double scores[], average;
```

creates

- an array of `double` reference named `scores`, and
- a `double` variable named `average`

What's the size of the `scores` array declared above?

Array Objects

After the definition:

```
double[] scores = new double[5];
```

`scores` points to an array object in memory that can be visualized as:

0	1	2	3	4
0.0	0.0	0.0	0.0	0.0

The *indexes* of `scores` range from 0 to 4. The size of arrays are stored in a `public final` instance variable named `length`

```
scores.length == 5;
```

What is the type and value of the expression above?

Accessing Array Elements

Array elements are accessed with an `int`-promotable expression enclosed in square brackets (`[]`)

```
double[] scores = new double[5];
scores[0] = 89;
scores[1] = 100;
scores[2] = 95.6;
scores[3] = 84.5;
scores[4] = 91;
scores[scores.length - 1] = 99.2;
```

Will this line compile? If so, what will happen at runtime?

```
scores[scores.length] = 100;
```

Initializing Arrays

You can provide initial values for (small) arrays

```
String[] validSuits = {"diamonds", "clubs", "hearts","spades"};
```

- What is `validSuits.length`?
- What is `validSuits[1]`?

You can also use a loop to initialize the values of an array:

```
int[] squares = new int[5];
for (int i = 0; i < squares.length; ++i) {
    squares[i] = i*i;
}
```

What is `squares[4]`?

Traversing Arrays

Arrays and `for` statements go hand-in-hand:

```
double[] scores = new double[5];
for (int i = 0; i < 5; ++i) {
    System.out.printf("scores[%d] = %.2f%n", i, scores[i]);
}
```

You can also use the “enhanced” for loop:

```
for (double score: scores) {
    System.out.println(score);
}
```

Read the enhanced for loop as “for each element of the array ...”.

Why use for-each instead of traditional for? ...

Traditional `for` Versus `for`-each

In cases where you don't need the index, use the enhanced for loop. Consider:

```
double sum = 0.0;
for (int i = 0; i < scores.length; ++i) {
    sum += scores[i];
}
```

In the code above, `scores.length` is used only for bounding the array traversal, and the index `i` is only used for sequential array access. Those are two things we can mess up. The enhanced for loop is cleaner:

```
double sum = 0.0;
for (double score: scores) {
    sum += score;
}
```

Also note how our naming conventions help to make the code clear. You can read the loop above as "for each score in scores".

Array Initialization and Access Gotchas

Because arrays are allocated dynamically, this will compile:

```
double[] scores = new double[-5];
```

but will produce an error at run-time:

```
Exception in thread "main" java.lang.NegativeArraySizeException
        at ArrayBasics.main(ArrayBasics.java:4)
```

Also, array access expressions are evaluated and checked at run-time. So, in the same way that accessing an array with an index $\geq$ the size of the array produces a run-time error, negative indexes like:

```
scores[-1] = 100;
```

produce:

```
Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: -1
        at ArrayBasics.main(ArrayBasics.java:23)
```

Arrays as Method Parameters - `main`

We've already seen an array parameter:

```
public static void main(String[] args)
```

We can use this array just like we use any other array.

```
public class Shout {

    public static void main(String[] args) {
        for (String arg: args) {
            System.out.print(arg.toUpperCase() + " ");
        }
        System.out.println();
    }
}
```

See also CourseAverage.java

Closing Thoughts

- Arrays are our first “collection classes” (but are not Java `Collection` classes).
- Arrays are objects, so array objects are created with operator `new` and array variables can have the value `null`.
- Arrays have sugar to add convenience and make them syntactically similar to C’s arrays.