

# C++ Grammar: Arrays, Void and Function

Yizuo Chen and Yiyu Chen

November 29, 2016

Based on the 1-D array, we talked about the more dimensional arrays and their applications. Then we discussed C++ void and functions, which help to clear the structure of the program. Please check the problem and our analysis if you haven't looked through them.

Links: <http://sutherland-programming-club.co.nf/week2.html> (apple man and easy task from Codeforces)

## Today's Code:

```
#include <bits/stdc++.h>
using namespace std;
int n;
int num;
char a[102][102]; // size = 1024^2 integers
void readdata(){
    int i, j;
    cin >> n;
    for(i = 1; i <= n; i ++){
        for(j = 1; j <= n; j ++){
            cin >> a[i][j];
        }
    }
}
void checkread(){
    int i, j;
    for(i = 1; i <= n; i ++){
        for(j = 1; j <= n; j ++){
            cout << a[i][j];
        }
        cout << endl;
    }
}
int work(){
    int i, j;
    for(i = 1; i <= n; i ++){
        for(j = 1; j <= n; j ++){
            num = 0;
            if(a[i + 1][j] == 'o'){
                num ++;
            }
            if(a[i][j + 1] == 'o')
                num ++;
            if(i && a[i - 1][j] == 'o')
                num ++;
            if(j && a[i][j - 1] == 'o')
                num ++;
            // cout << num << endl;
        }
    }
}
```

```

        if(num % 2 == 1){
            return 0;
        }
    }
}
return 1;
}

int main() {
// your code goes here
    // i = row, j = column
int answer;
readdata();
// checkread();
answer = work(); //answer = 0, NO; answer = 1, yes
if(answer == 0)
    cout << "NO" << endl;
else
    cout << "YES" << endl;

return 0;
}

```

## Explanations:

```
char a[102][102];
```

If 1-dimensional array is to give  $a[i]$  ( $0 \leq i \leq n$ ) for each  $i$  a value, then  $k$ -dimensional array is to give  $a[p_1][p_2][p_3] \dots [p_k]$  ( $p_i \in [l_i, r_i]$ ) for each  $p_i$  a value. We can regard each “[]”s as a directional vectors, then  $a[p_1][p_2][p_3] \dots [p_k]$  is a final vector which has a unique combination of bases. We drew one dimensional array into a linear table. In this case, if we want to draw two-dimensional array, we can draw it in a two-dimensional table:

|         |         |         |         |         |         |         |
|---------|---------|---------|---------|---------|---------|---------|
| a[1][1] | a[1][2] | a[1][3] | a[1][4] | a[1][5] | a[1][6] | a[1][7] |
| a[2][1] | a[2][2] |         |         |         |         |         |
| a[3][1] | a[3][2] |         |         |         |         |         |
| a[4][1] | a[4][2] |         |         |         |         |         |
| a[5][1] | a[5][2] |         |         |         |         |         |
| a[6][1] | a[6][2] |         |         |         |         |         |
| a[7][1] | a[7][2] |         |         |         |         | a[7][7] |

You can try to fill the rest blocks. Instead of  $a[102]$ , which you can only save  $a[0]$ ,  $a[1]$ ,  $a[2] \dots a[101]$ , you can save  $a[0][0]$ ,  $a[0][1] \dots a[0][101]$ , then  $a[1][0]$ ,  $a[1][1] \dots a[1][101]$ , until  $a[101][101]$ . So  $a[102][102]$  has a size of  $102 * 102$ .

A very good application of two-dimensional array is to save a table like a checkerboard. If we make the first “[]” save row number and second “[]” save column number,  $a[\text{\#row}][\text{\#column}]$ , we can easily express every cell on the board; after that we can use brute force to solve this problem.

```
int work(){
return 1;
}
```

This is an example of C++ function. Hope this reminds you of the main function. Yes, main function is also a function. It is a structure that you put some code inside rather than put all of them in the main function. The basic structure of a function is:

```
Data_Type function_name(value1, value2, ... value n){ //ex. int work(int a, int b)

    Code here.

    return return_value;

}
```

**Q:** what's the return\_value for?

**A:** You will put something like `ans = work(1, 2);` in the main function, so the return\_value will go to the position of `work(1, 2)`.

**Q:** what are the values in “()”?

**A:** They're the local variables which can only be used within the function. These values come from the values put in the main function.

```
void readdata(){

}
```

The only difference between void and function is that void doesn't have return value. So in the main function, you don't need to write `ans = readdata();` instead, `readdata();`

**Be Sure to know:**

**function and void**

**More dimensional array**