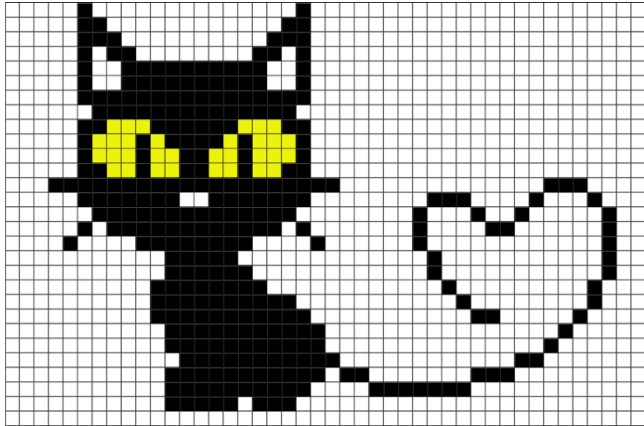


Diziler ve Matrisler



**Suham
SAHIN
Onur GÖK**

Dizi Tanımı

0

1

2

3

4



Dizi Tanımı

0

1

2

3

4



Dizi Tanımı

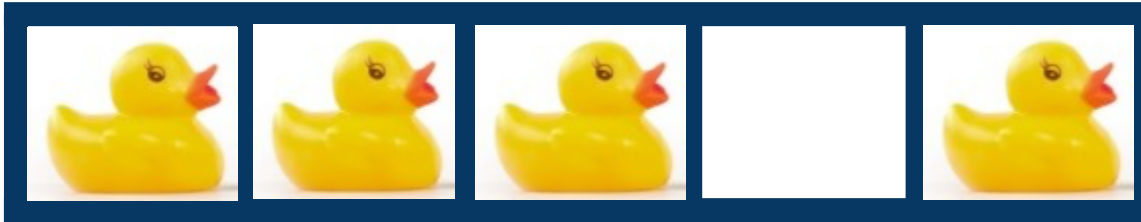
0

1

2

3

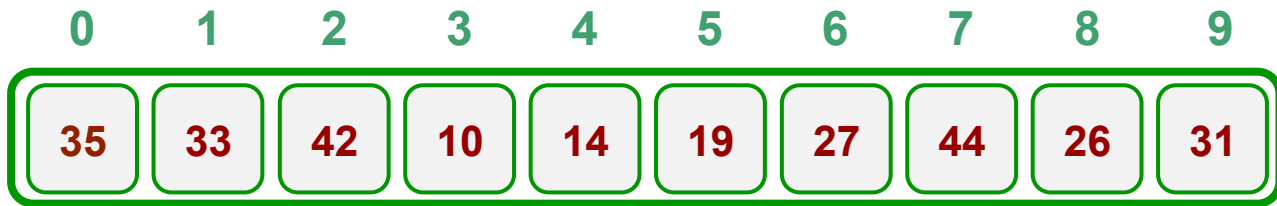
4



Dizi Tanımı



Dizi Gösterimi



isim
↑
`int dizi[10]={35,33,42,10,14,19,27,44,26,31};`
↑ ↑
tip boyu
 t

Dizi Gösterimi

isim
↑
int dizi[10]={35,33,42,10,14,19,27,44,26,31};
↑ ↑
tip boyu
 t

index: 0'dan baslar

Dizinin Boyutu: Sakladığı eleman kadardır

Erisim: Dizile elemanına erişim için index numarası kullanılır

Bellek yerlesimi

isim
↑
int dizi[10]={35,33,42,10,14,19,27,44,26,31};
↑ ↑
tip boyut

35	33	42	10	14	19	27	44	26	31
----	----	----	----	----	----	----	----	----	----

Adres	Bellek icerigi
...	...
0F1C	
0F20	35
0F24	33
0F28	42
0F2C	10
0F30	14
0F34	19
0F38	27
0F3C	44
0F40	26
0F44	31
...	...

Bellek yerlesimi

↑ isim
↑ tip ↑ boyut
`int matris[4][3]={35,33,42,10,14,19,27,44,26,31,35,33};`

1. satır	35	33	42
2. satır	10	14	19
3. satır	27	44	26
4. satır	31	35	33

	icerik	adres

		0F1C
1. satır	35	0F20
	33	0F24
	42	0F28
2. satır	10	0F2C
	14	0F30
	19	0F34
3. satır	27	0F38
	44	0F3C
	26	0F40
4. satır	31	0F44
	35	0F48
	33	0F4C

Dizi Boyutları

isim
↑
int dizi[10]={35,33,42,10,14,19,27,44,26,31};
↑ ↑
tip boyu
 t

dizi[2] = 42

*(dizi+2) = ?

int *dizi = malloc(10***sizeof**(**int**));

icerik	adres
...	...
	0F1C
← 35	0F20 dizi
33	0F24
42	0F28
10	0F2C
14	0F30
19	0F34
27	0F38
44	0F3C
26	0F40
31	0F44
	0F48
...	...

Matris Boyutları

isim
↑
int dizi[4][3]={35,33,42,10,14,19,27,44,26,31,35,33};
↑ ↑
tip boyu
t

```
int *matris = malloc(N*M*sizeof(int))
int matris[M][N]
matris[1][2]
matris[1*N+2]
matris[5]
```

1. satır	35	33	42
2. satır	10	14	19
3. satır	27	44	26
4. satır	31	35	33

	icerik	adress

		0F1C
1. satır	35	0F20
	33	0F24
	42	0F28
2. satır	10	0F2C
	14	0F30
	19	0F34
3. satır	27	0F38
	44	0F3C
	26	0F40
4. satır	31	0F44
	35	0F48
	33	0F4C

Örnek: Taban çevrimi

sayi1 = 5	taban = 2
<hr/>	
	bolum1=
	2
<hr/>	
kalan1 = 1	

$$\text{kalan1} = \text{sayi1} \% \text{taban}$$

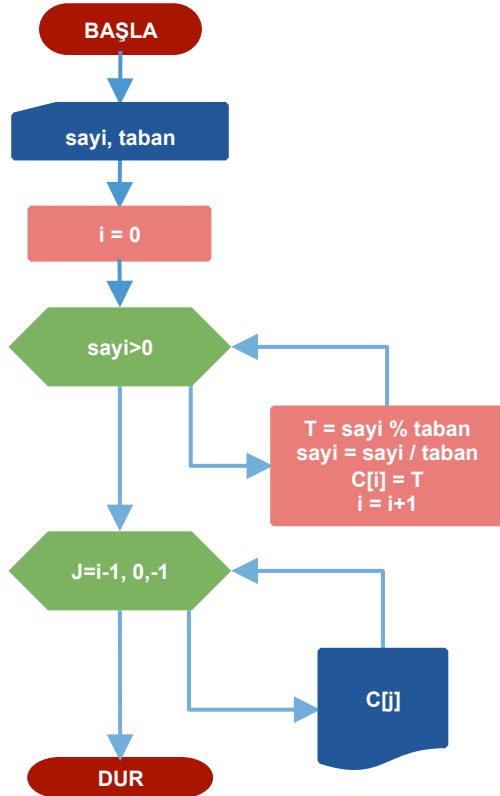
sayi2 = 2	taban = 2
<hr/>	
	bolum2=
	1
<hr/>	
kalan2 = 0	

$$\begin{aligned} \text{sayi2} &= \text{sayi1} / \text{taban} \\ \text{kalan2} &= \text{sayi2} \% \text{bolen} \end{aligned}$$

sayi3 = 1	taban = 2
<hr/>	
	bolum3=0
<hr/>	
kalan3 = 1	

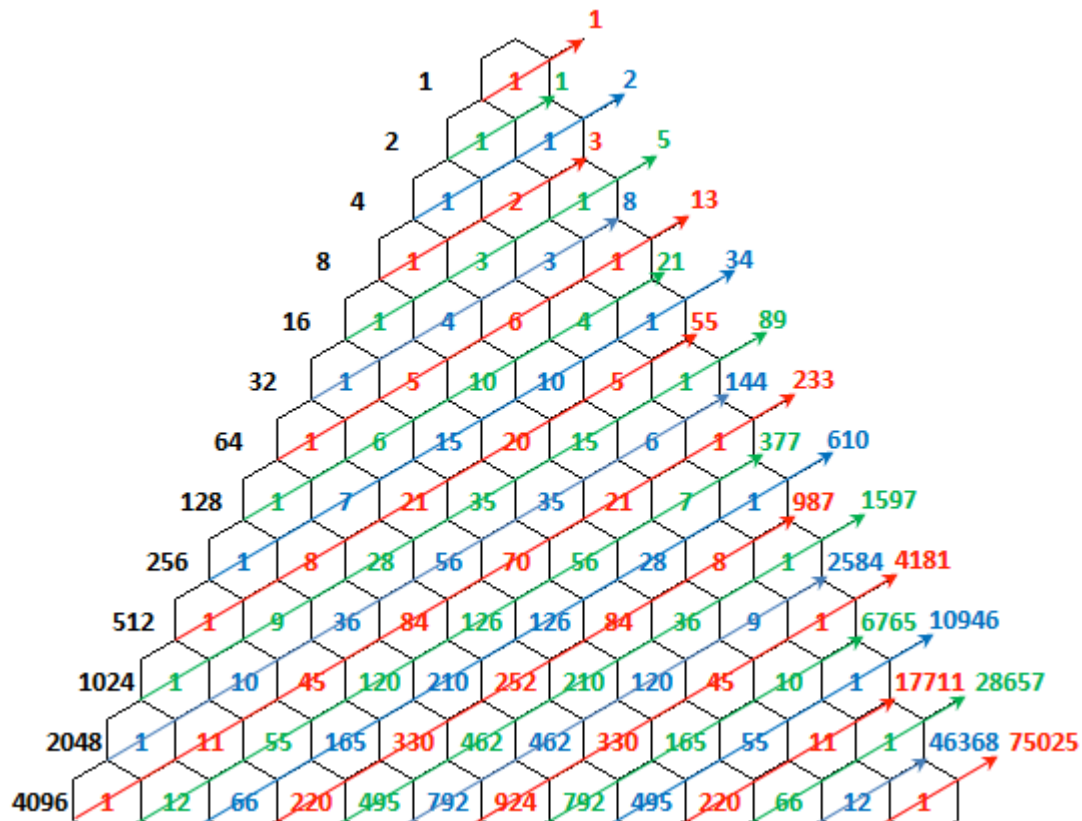
$$\begin{aligned} \text{sayi3} &= \text{sayi2} / \text{taban} \\ \text{kalan3} &= \text{sayi3} \% \text{bolen} \end{aligned}$$

Örnek: Taban çevrimi

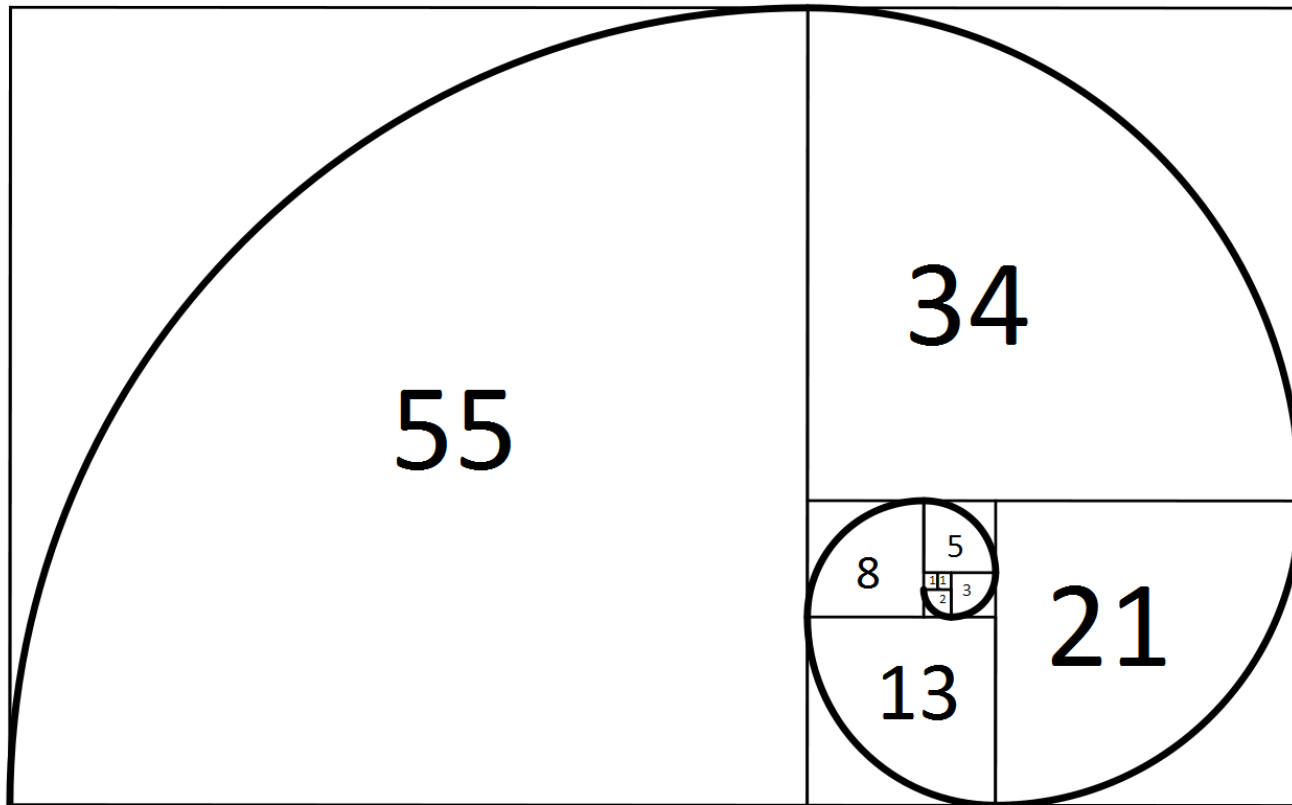


```
#include <stdio.h>
void main()
{
    int sayi, taban, T;
    sayi = 5;
    taban = 2;
    int C[3];
    int i = 0;
    while(sayi > 0){
        T = sayi % taban;
        sayi = sayi / taban;
        C[i] = T;
        i = i + 1;
    }
    for(i = 2; i > -1; i--){
        printf("%d", C[i]);
    }
}
```

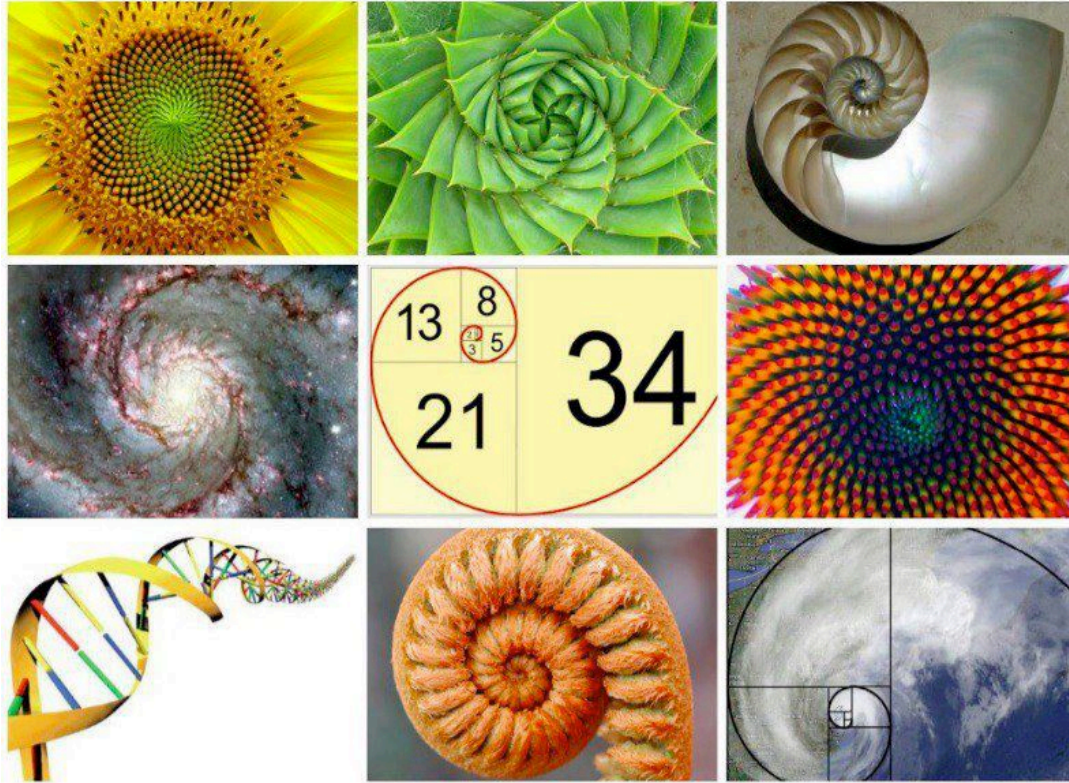
Örnek: Fibonacci Sayıları



Örnek: Fibonacci Sayıları



Örnek: Fibonacci Sayıları



Örnek: Fibonacci Sayıları

```
int A[10]={0,1,1,2,3,5,8,13,21,34};
```

0

1

$$0+1=1$$

$$1+1=2$$

$$1+2=3$$

$$2+3=5$$

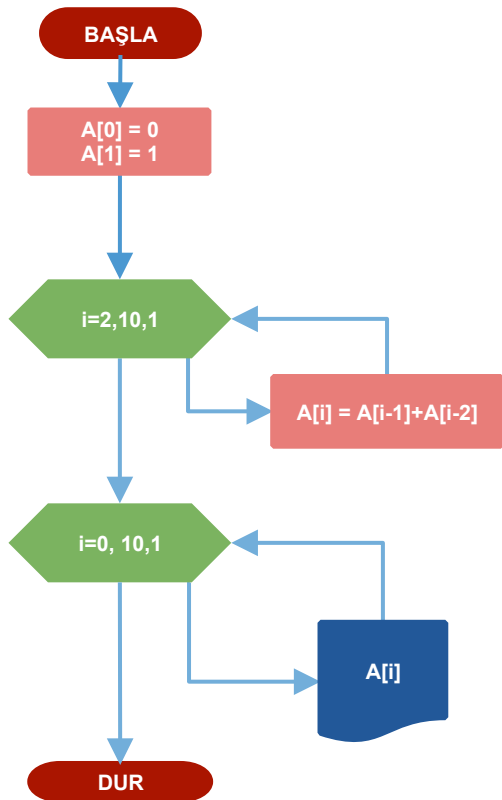
$$3+5=8$$

$$5+8=13$$

$$8+13=21$$

$$13+21=34$$

Örnek: ilk 10 fibonacci sayıları



```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int A[10];
```

```
    A[0]=0;
```

```
    A[1]=1;
```

```
    int i;
```

```
    for(i=2;i<10;i++){
```

```
        A[i] = A[i-1]+A[i-2];
```

```
    }
```

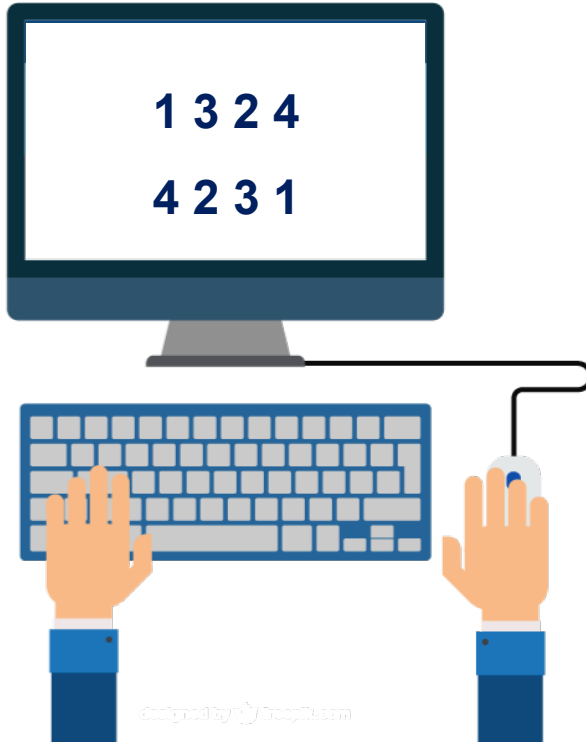
```
    for(i=0;i <10;i++){
```

```
        printf("%d,",A[i]);
```

```
    }
```

```
}
```


Örnek: Diziyi tersini al




Örnek: Diziyi tersten yazdır

```
int A[4]={1,3,2,4};
```

```
int A[4]={1,3,2,4};
```

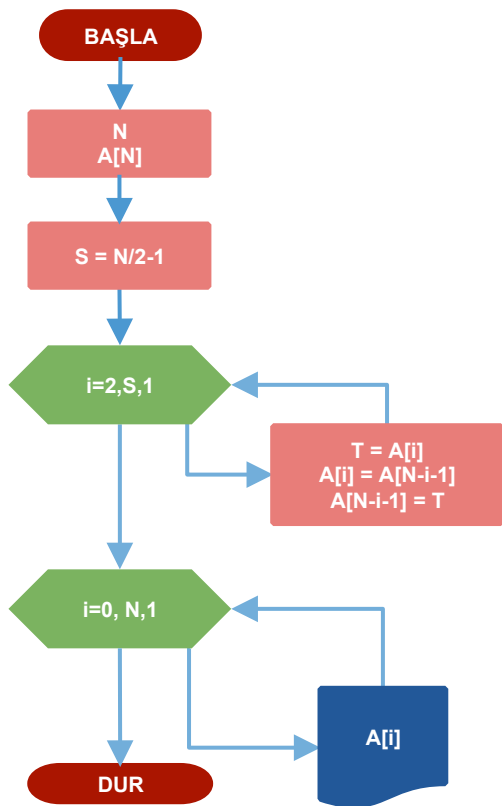


```
int A[4]={4,3,2,1};
```



```
int A[4]={4,2,3,1};
```

Örnek: Diziyi tersten yazdır



```
#include <stdio.h>
void main()
{
    int N,S,T;
    N=4;
    int A[]={1,3,2,4};
    S=N/2-1;
    int i;
    for(i=0;i<S;i++){
        T=A[i];
        A[i]=A[N-i-1];
        A[N-i-1]=T;
    }
    for(i=0;i <N;i++){
        printf("%d",A[i]);
    }
}
```

Örnek: En küçük ve en



Örnek: En küçük ve en büyük

```
int A[4]={1,3,2,4};
```

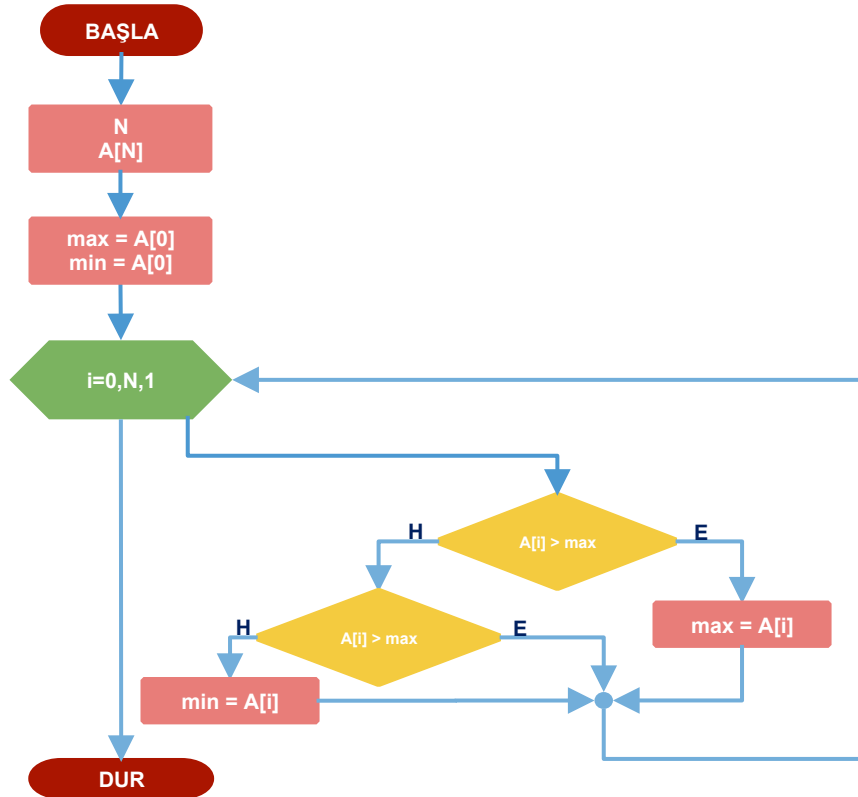
```
min = A[0]; min = 1
```

```
max = A[0]; max = 1
```

```
min > A[1]; min = 1
```

```
max < A[1]; max = 3
```

Örnek: En küçük ve en büyük



```
#include <stdio.h>
void main()
{
    int N,max,min;
    N=4;
    int A[]={1,3,2,4};
    min = A[0];
    max = A[0];
    int i;
    for(i=0;i<N;i++){
        if(A[i]>max){
            max = A[i];
        }else if(A[i]<min){
            min = A[i];
        }
    }
    printf("%d %d",min, max);
}
```


Örnek: Dizi1 + Dizi2

int A[5] = {1,2,3,4,5};

+ int B[5] = {9,0,0,3,7};

int C[6] = {1,0,2,3,8,2};

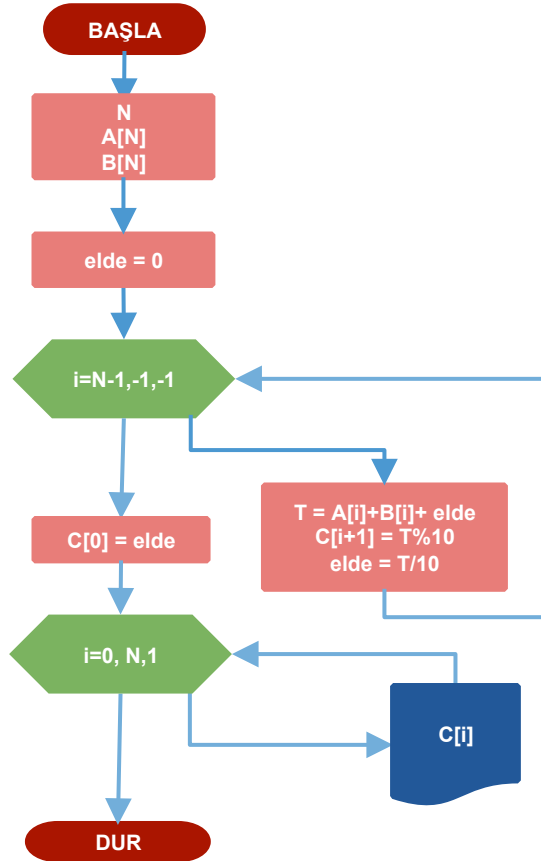
elde = 1; A[4] = 5;

+ B[4] = 7;

C[5] = 2;

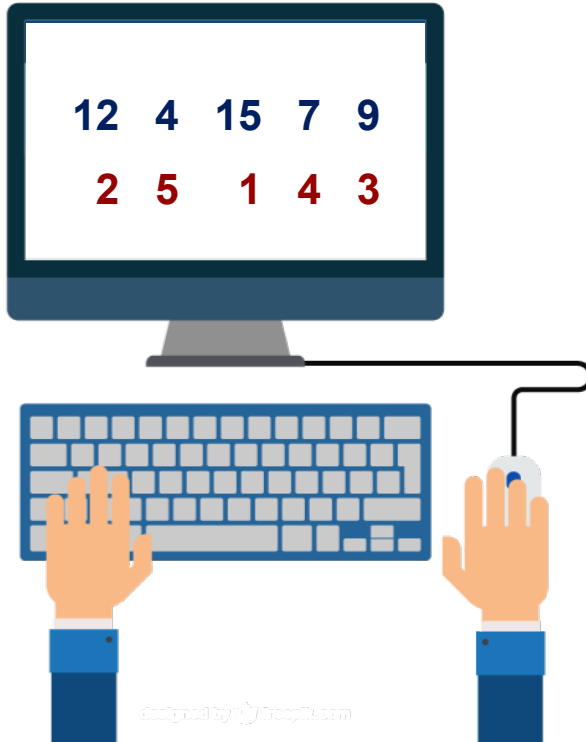
$C[i+1] = (A[i] + B[i] + \text{elde}) \% 10;$
 $\text{elde} = (A[i] + B[i] + \text{elde}) / 10;$

Örnek: Dizi1 + Dizi2



```
#include <stdio.h>
void main()
{
    int N,T,elde;
    N=5;
    int A[]={1,2,3,4,5};
    int B[]={9,0,0,3,7};
    int C[6];
    elde = 0;
    int i;
    for(i=N-1;i>-1;i--){
        T = A[i] + B[i] +elde;
        C[i+1] = T %10;
        elde = T/10;
    }
    C[0]=elde;
    for(i=0;i<N+1;i++){
        printf("%d",C[i]);
    }
}
```

Örnek: Büyüklük sırası



Örnek: Büyüklük sırası

int A[5]={12,4,15,7,9};

int A[4]={ⁱ12,^j4,15,7,9};

int A[4]={ⁱ12,^j4,15,7,9};

int A[4]={ⁱ12,4,^j15,7,9};

int A[4]={ⁱ12,4,15,^j7,9};

int Y[5]={1,1,1,1,1};

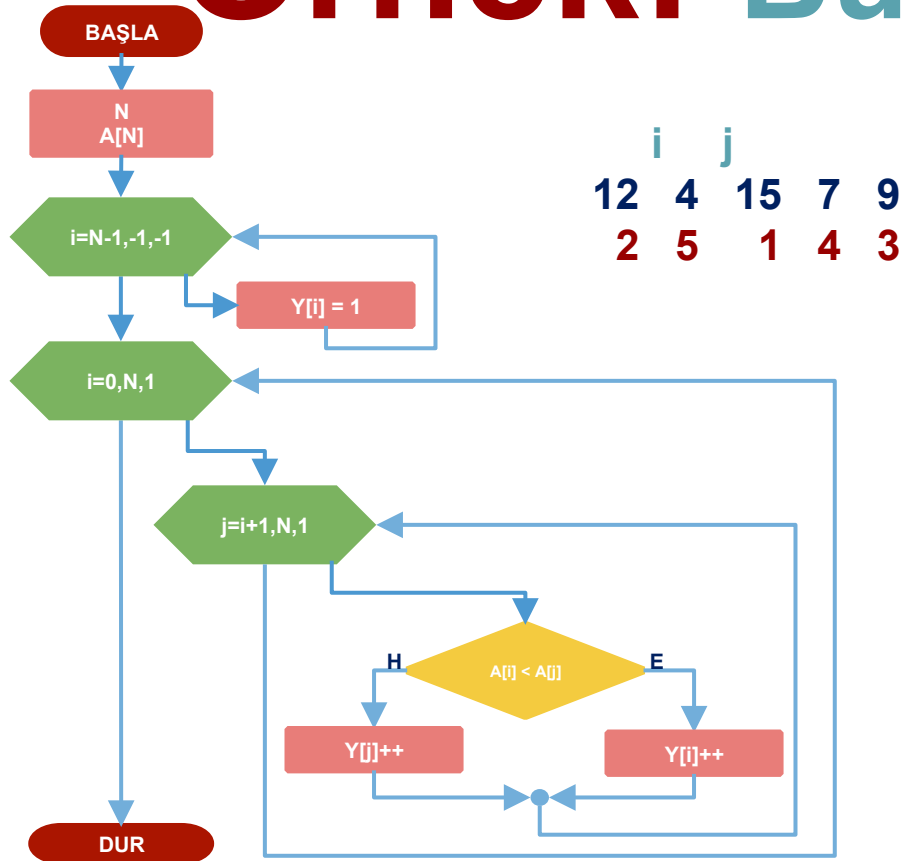
int Y[5]={1,2,1,1,1};

int Y[5]={2,2,1,1,1};

int Y[5]={2,2,1,2,1};

int Y[5]={2,2,1,2,2};

Örnek: Büyüklük sırası



```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int N=5,T,elde,i,j;
```

```
    int A[]={12,4,15,7,9};
```

```
    int Y[5];
```

```
    for(i=N-1;i>=0;i--)
```

```
        Y[i] = 1;
```

```
    for(i=0;i<N;i++){
```

```
        for(j=i+1;j<N;j++){
```

```
            if(A[j]<A[i]){
```

```
                Y[j]++;
```

```
            }else{
```

```
                Y[i]++;
```

```
            }
```

```
        }
```

```
    }
```

```
    for(i=0;i<N;i++){
```

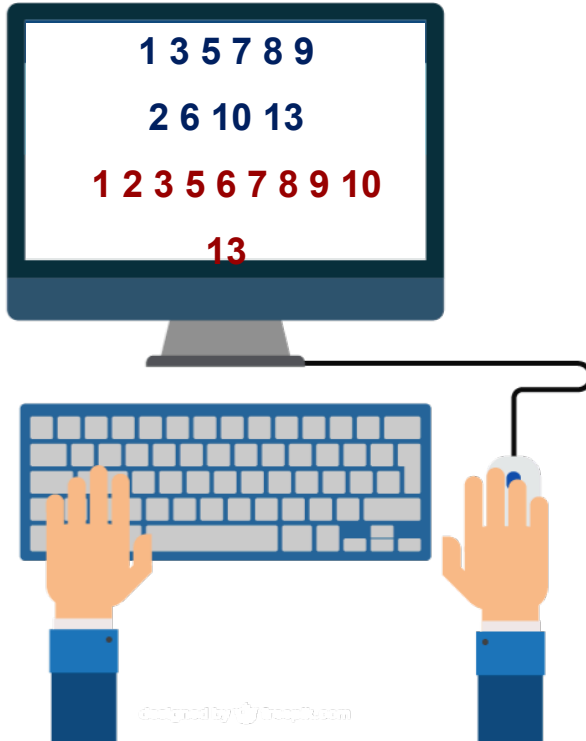
```
        printf("%3d",A[i]);
```

```
    printf("\n");
```

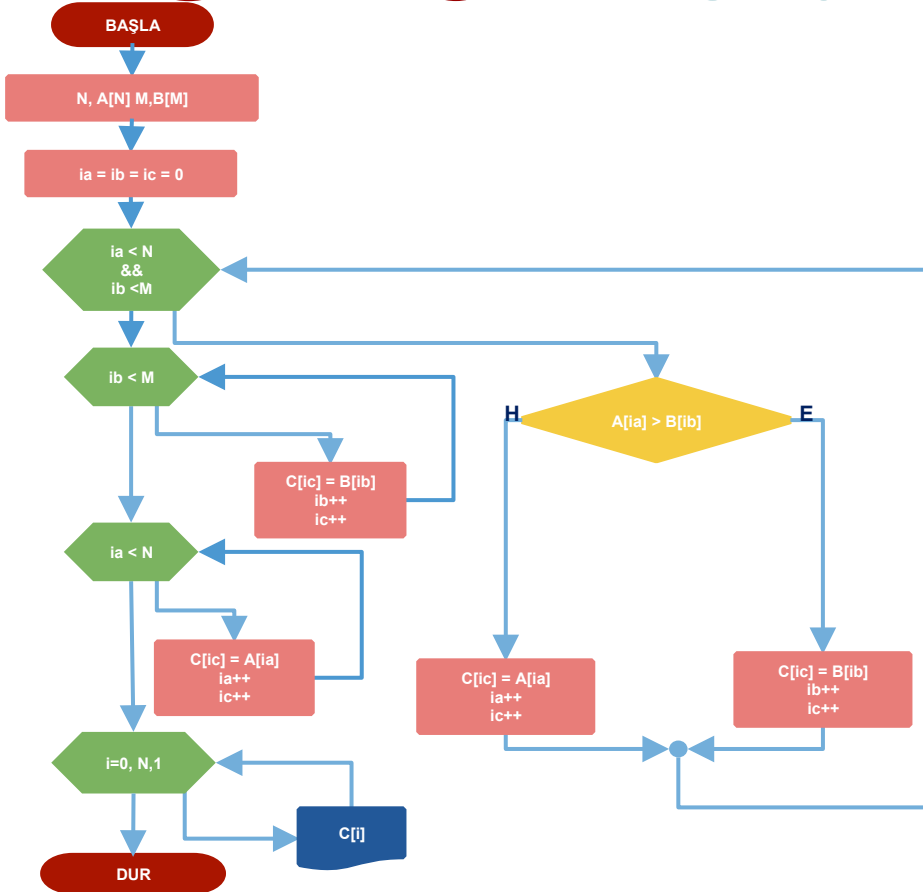
```
    for(i=0;i<N;i++){
```

```
        printf("%3d",Y[i]);
```

Örnek: sıralı dizileri birleştirme

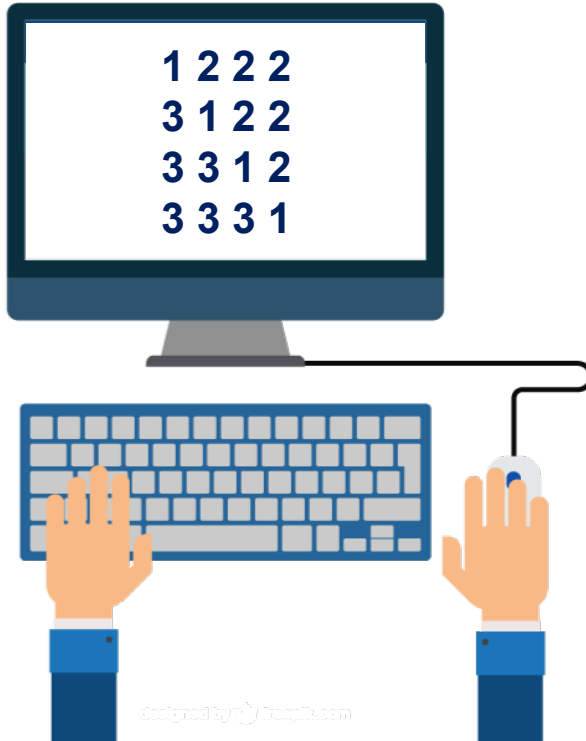


Örnek: sıralı dizileri birleştirme

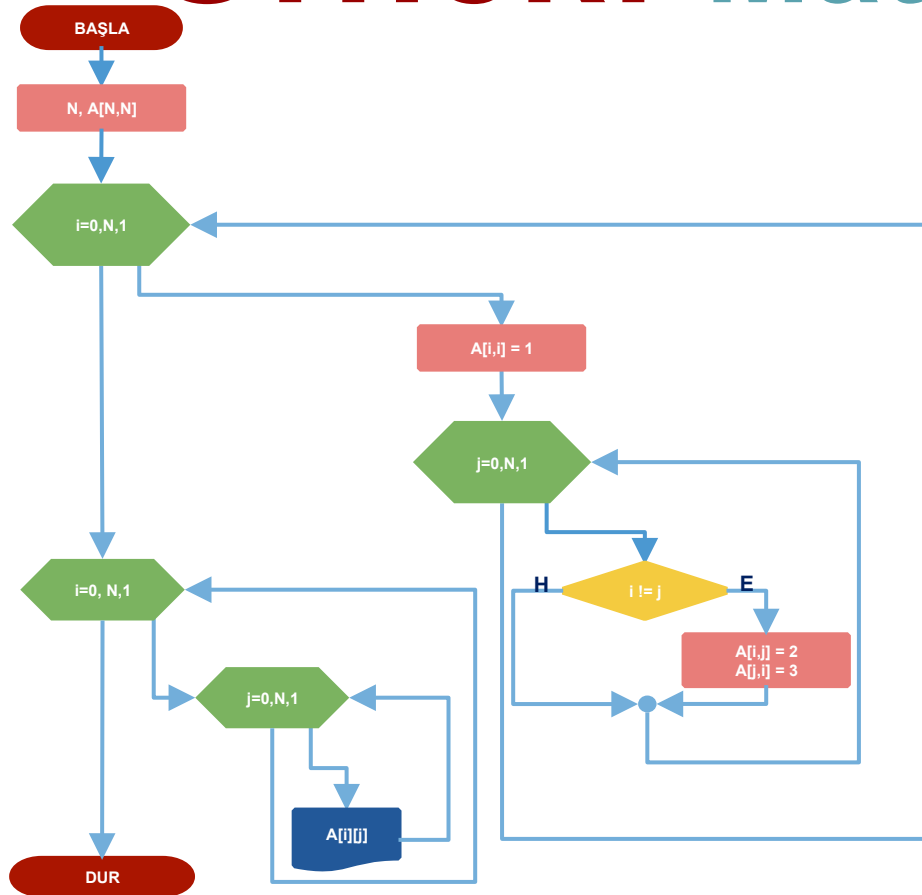


```
#include <stdio.h>
void main()
{
    int N=6,M=4,ia=0,ib=0,ic=0,i;
    int A[] = {1,3,5,7,8,9};
    int B[] = {2,6,10,13};
    int C[10];
    while(ia<N && ib<M){
        if(A[ia]>B[ib]){
            C[ic] = B[ib];
            ib++; ic++;
        }
        else{
            C[ic] = A[ia];
            ia++; ic++;
        }
    }
    while(ib<M){
        C[ic] = B[ib];
        ib++; ic++;
    }
    while(ia<N){
        C[ic] = A[ia];
        ia++; ic++;
    }
    for(i=0;i<N+M;i++){
        printf("%d ", C[i]);
    }
}
```

Örnek: Matris diagonali



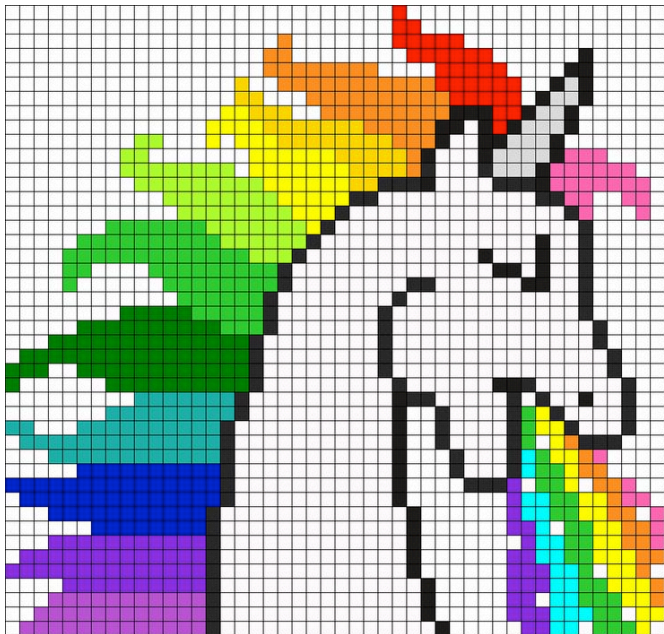
Örnek: Matris diagonali



```
#include <stdio.h>
void main()
{
    int N=4,i,j;
    int A[4][4]={{1,2,3,4},
                 {5,6,7,8},
                 {9,10,11,12},
                 {13,14,15,16}};
    for(i=0;i<N;i++){
        A[i][i]=1;
        for(j=0;j<N;j++){
            if(i!=j){
                A[i][j]=2;
                A[j][i]=3;
            }
        }
    }
    for(i=0;i<N;i++){
        for(j=0;j<N;j++){
            printf("%d",A[i][j]);
        }
        printf("\n");
    }
}
```

Örnek: Resimdeki renk

sayısı



```
int resim[4][4]=
```

```
{
```

```
{ 0, 1, 2, 3},
```

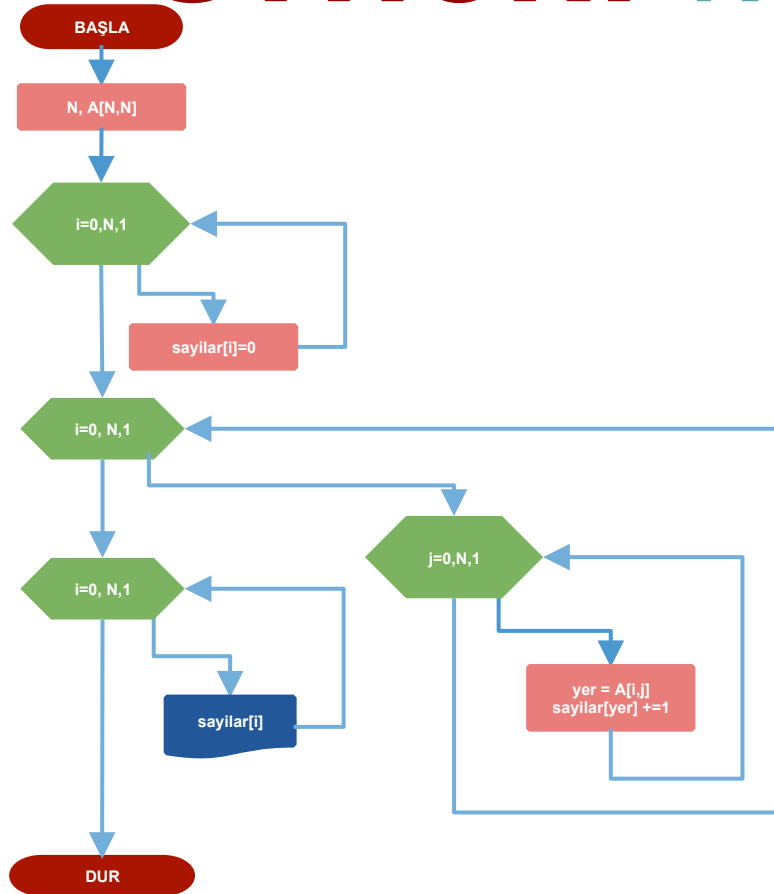
```
{ 4, 5, 6, 7},
```

```
{ 8, 9, 1, 2},
```

```
{ 3, 3, 2, 2}
```

```
};
```

Örnek: Resimdeki renk sayısı



```
#include <stdio.h>
void main()
{
    int N=4,i,j,yer;
    int sayilar[16];
    int A[4][4]={{0,1,2,3},
                 {4,5,6,7},
                 {8,9,1,2},
                 {3,3,2,2}};

    for(i=0;i<10;i++){
        sayilar[i]=0;
    }
    for(i=0;i<N;i++){
        for(j=0;j<N;j++){
            yer = A[i][j];
            sayilar[yer] +=1;
        }
    }
    for(i=0;i<10;i++){
        printf("%d",sayilar[i]);
    }
}
```

Sorular

