

# C# Learning Journey

## Day 4 using C#

- Array

Is a data structure that allows you to store multiple values of the same data type. It is a reference type .Stored in stack and heap.

- Declaration and Initialization:

Declaration is when you tell the program that you're going to use a variable of a certain type, like int, string, etc. You do this like so:  
`'int myNumber;`

- Initialization is when you first assign a value to that variable, like

this: `'myNumber = 10;`

`<datatype> [ ] <arrayname> = new <datatype> [size];`

`int [ ] ages = new int [2];`

`ages [0] = 3;`

`ages [1] = 1;`

`ages [2] = 2;`

- Declaration and Initialization in one line:

`int [ ]ages = {3,4,5};`

`int [ ]ages = new int [3]{3,4,5};`

- Multi-Dimensional Array:

- It is an array that can store values in multiple dimensions, like a grid or a table.

```
int [,] myArray = new int[3,4];
```

3-number of row

4-number of columns

```
ages[0,0] = 1;
```

```
ages[0,1] = 2;
```

```
ages[1,0] = 3;
```

```
ages[1,1] = 4;
```

- Jagged Array:

- Is an array of arrays
- It allows you to have arrays with different lengths within the main array.
- Each element of the main array can be an array itself.
- Jagged Array gives more flexibility when dealing with uneven or dynamic data.

```
int[][] jaggedArray = new int[3][];
```

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

```
jaggedArray[1] = new int[]{ 4,5};
```

```
jaggedArray[2] = new int[]{6,7,8,9};
```

- Array Slicing:

- Allows you to extract a portion of an array based on a specified range.
- You can use the 'Array.Copy' method or the 'ArraySegment' structure to perform array slicing.

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

```
int[] slicedNumbers = new int[3];
```

- Reversing Slicing:
  - It refers to the process of extracting a portion of an array and then reversing the order of the elements within that slice.
  - Allows you to take a subset of an array and rearrange the elements in reverse order.
  - Using reverse slicing that tell compiler to start from the last of array and skip the beginning.
  - When compiler see ' ^ ' this operation will start from last. [From..^to].