ARRAYS

```objc
#import <Foundation/Foundation.h>

int main ()
{
    int n[ 10 ];
    int i,j;

    for ( i = 0; i < 10; i++ )
    {
        n[ i ] = i + 100; /* set element at location i to i + 100 */
    }

    for (j = 0; j < 10; j++ )
    {
        NSLog(@"Element[%d] = %d\n", j, n[j] );
    }

    return 0;
}
```

Creating an Array

```objectivec
#import <Foundation/Foundation.h>
int main ()
{
  NSString *object1 = @"Hello";
    NSString *object2 = @"world!";
    NSNumber *object3 = [NSNumber numberWithInt:45];
    NSArray *myArray;
    myArray= [NSArray arrayWithObjects: object1, object2, object3, nil];
    NSLog(@"Array contents = %@",[myArray componentsJoinedByString:@", "]);
  return 0;
}
```

The code above generates the following result.

Array contents = Hello, world!, 45

Accessing All Items in an Array

```objc
#import <Foundation/Foundation.h>


int main ()
{
  NSString *object1 = @"Hello";
    NSString *object2 = @"world!";
    NSString *object3 = @"Good-bye";
    NSArray *myArray;
    myArray= [NSArray arrayWithObjects: object1, object2, object3, nil];
    for (NSString *randomVariable in myArray)
    {
    NSLog (@"Array element = %@", randomVariable);
    }


    return 0;
}
```

The code above generates the following result.

```
Array element = Hello
Array element = world!
Array element = Good-bye
```

Array for loop

```objc
#import <Foundation/Foundation.h>

int main ()
{
  NSString *object1 = @"Hello";
    NSString *object2 = @"world!";
    NSNumber *object3 = [NSNumber numberWithInt:45];
    NSArray *myArray;
    myArray= [NSArray arrayWithObjects: object1, object2, object3, nil];
    int i;
    for (i = 0; i < [myArray count]; i++)
    {
        NSLog (@"Element %i = %@", i, [myArray objectAtIndex: i]);
    }


    return 0;
}
```

The code above generates the following result.

Element 0 = Hello
Element 1 = world!
Element 2 = 45

Accessing an Item in an Array

```objc
#import <Foundation/Foundation.h>


int main ()
{
  NSString *object1 = @"Hello";
    NSString *object2 = @"world!";
    NSNumber *object3 = [NSNumber numberWithInt:45];
    NSArray *myArray;
    myArray= [NSArray arrayWithObjects: object1, object2, object3, nil];
    NSLog(@"Array contents = %@",[myArray componentsJoinedByString:@", "]);
  NSLog (@"Index position 1 = %@", [myArray objectAtIndex:1]);


    return 0;
}
```

The code above generates the following result.

Array contents = Hello, world!, 45
Index position 1 = world!