



Arrays



Scalar Variables

We call **simple variable** as a **scalar variable** because it can contain only one value at a time.



```
#include<iostream>
using namespace std;

main(){
    int number = 15;
    float float_data = 6.5;
    string word = "Hello";
    char character = 'A';
}
```



|| Scalar Variables

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```



|| Scalar Variables

We need to store the **Mid Term** marks of **PF** for all the students of **CS-2021**.



How many **Variables** we will need?



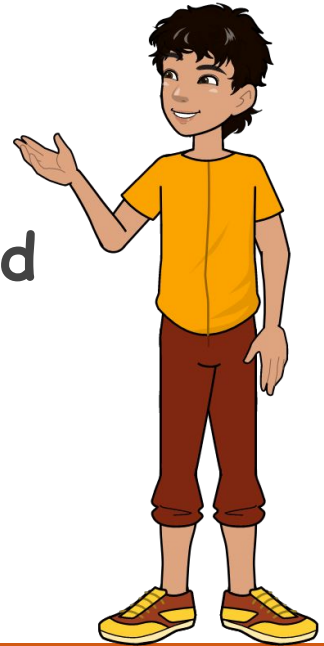
|| Scalar Variables

We need to store the **Mid Term** marks of **PF** for all the students of **CS-2021**.



How many **Variables** we will need?

There are total **220** students enrolled in **PF**



Scalar Variables

We need to store the **Mid Term** marks of **PF** for all the students of **CS-2021**.



```
#include <iostream>
using namespace std;
main()
{
    float stu1;
    float stu2;
    float stu3;
    .
    .
    .
    float stu220;
}
```



Scalar Variables are Not Sufficient

Therefore, the **scalar variables** are not sufficient when we need to store a large number of records into the memory.

```
#include <iostream>
using namespace std;
main()
{
    float stu1;
    float stu2;
    float stu3;
    .
    .
    .
    float stu220;
}
```

|| Scalar Variables are Not Sufficient

To store 220 numbers in RAM, we need to declare 220 variables that is not practically feasible for a programmer.

The requirement can increase from 220 to 1000 or 10000 or even more so it shall get more difficult to declare these.

|| Alternate Solution

However, we can store multiple values using single variable with the help of Arrays.

|| Arrays: How to declare?

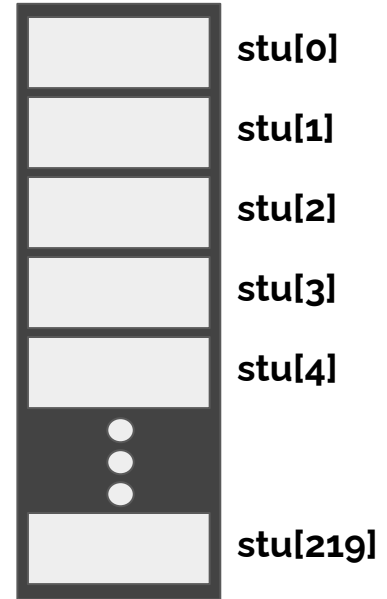
We can declare single variable that can hold 220 values.

```
float stu[220];
```

Arrays: Memory representation

We can declare single variable that can hold **220** values.

```
float stu[220];
```

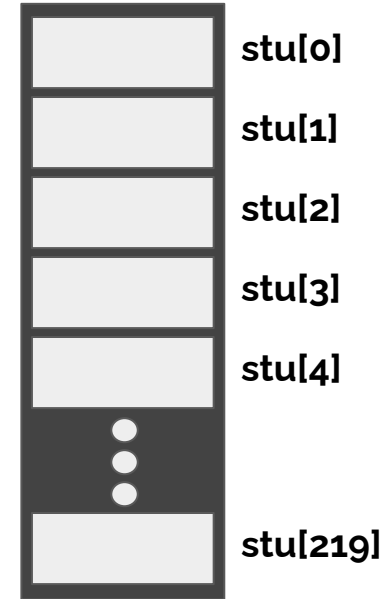
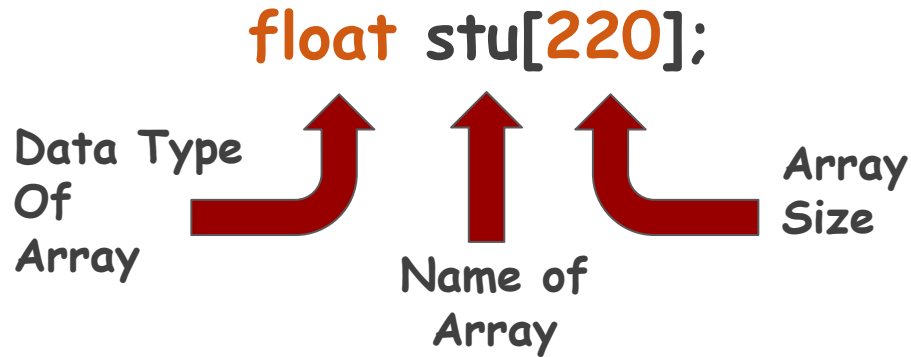


Arrays:

A **one-dimensional array** is an array in which the components are arranged in a list form.

float **stu**[**220**];

Data Type Of Array Name of Array Array Size

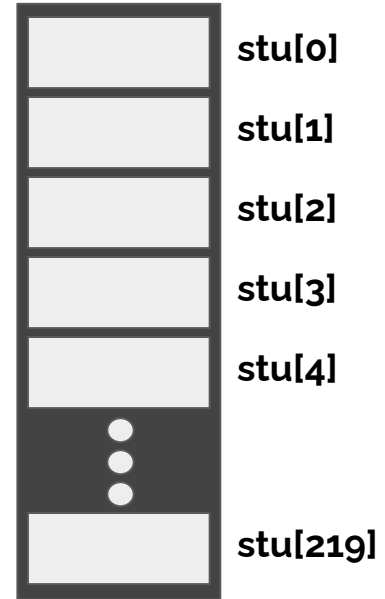
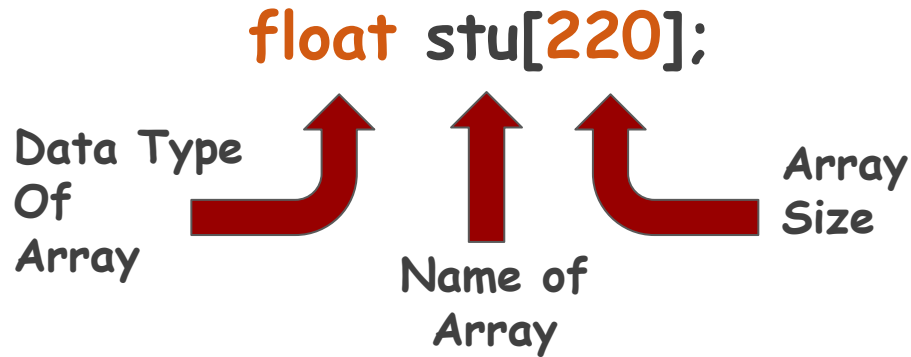


Arrays: Index starts at 0

In C++, the array **index** starts at 0

float **stu**[**220**];

Data Type Of Array Name of Array Array Size

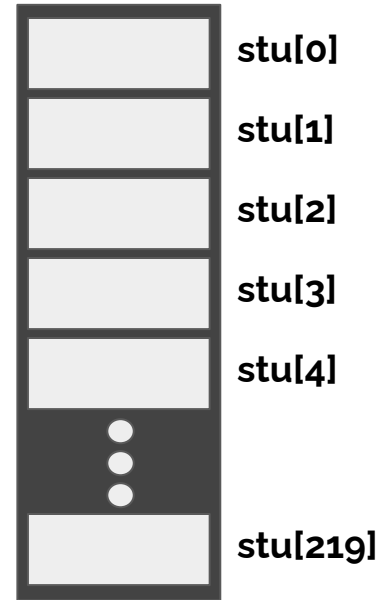


Arrays: How to store values?

```
float stu[220];
```

The Assignment Statement:

```
stu[0] = 19;
```



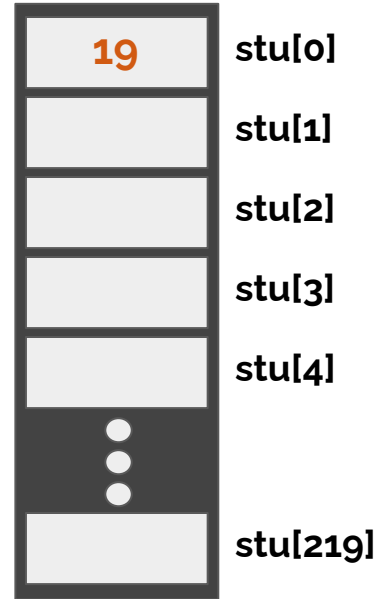
Arrays: How to store values?

```
float stu[220];
```

The Assignment Statement:

```
stu[0] = 19;
```

stores 19 in stu[0], which is the 1st component of the array.



Arrays: How to store values?

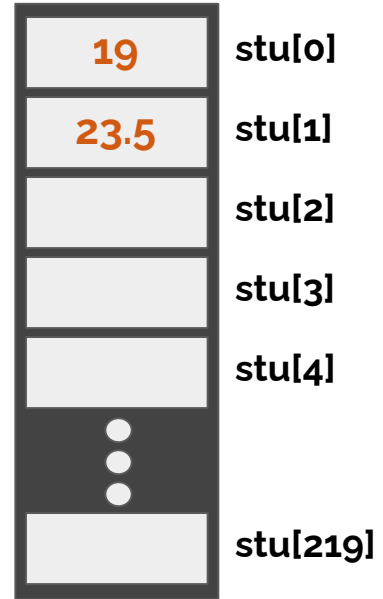
```
float stu[220];
```

The Assignment Statement:

```
stu[0] = 19;
```

```
stu[1] = 23.5;
```

stores 23.5 in stu[1], which is the 2nd component of the array.



Arrays: How to store values?

```
float stu[220];
```

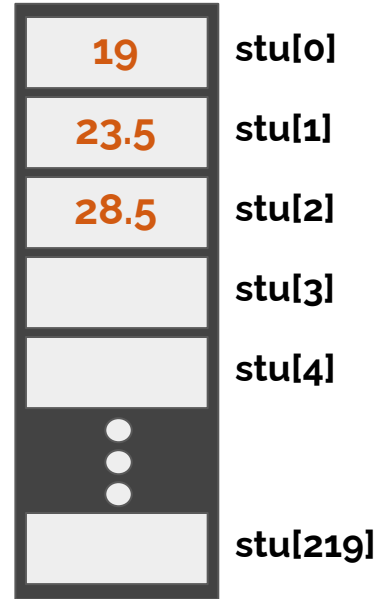
The Assignment Statement:

```
stu[0] = 19;
```

```
stu[1] = 23.5;
```

```
stu[2] = 28.5;
```

stores 28.5 in stu[2], which is the 3rd component of the array.

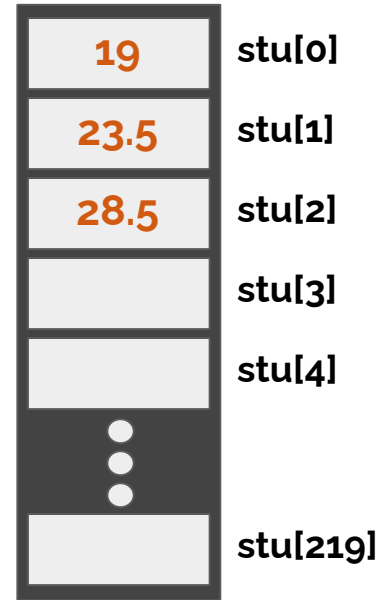


Arrays: How to access values?

```
float stu[220];
```

Just like variables, array elements are **accessed** in the same manner.

```
cout << stu[0];
```



Arrays: How to access values?

```
float stu[220];
```

Just like variables, array elements are **accessed** in the same manner.

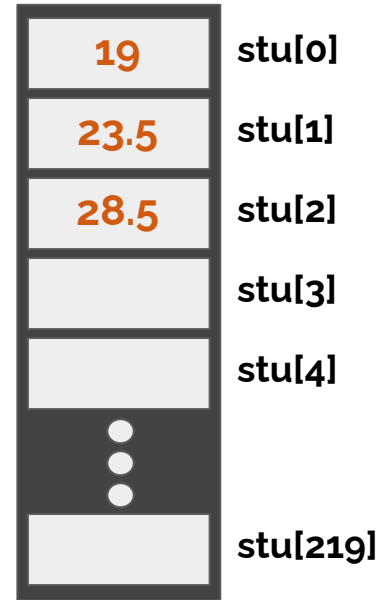
```
cout << stu[0];
```

```
C:\C++>c++ program.cpp -o program.exe
```

```
C:\C++>program.exe
```

```
19
```

```
C:\C++>
```

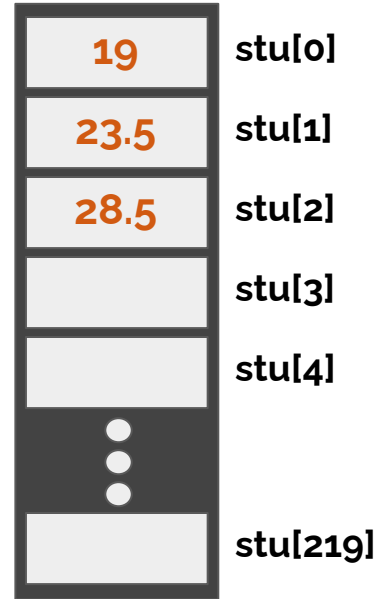


Arrays: How to access values?

```
float stu[220];
```

Just like variables, array elements are **accessed** in the same manner.

```
cout << stu[1];
```



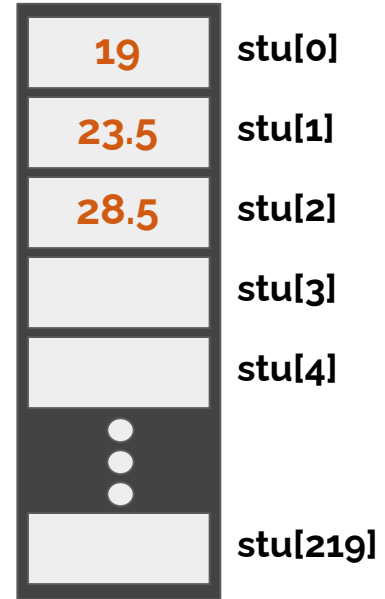
Arrays: How to access values?

```
float stu[220];
```

Just like variables, array elements are **accessed** in the same manner.

```
cout << stu[1];
```

```
C:\C++>c++ program.cpp -o program.exe  
  
C:\C++>program.exe  
23.5  
C:\C++>
```

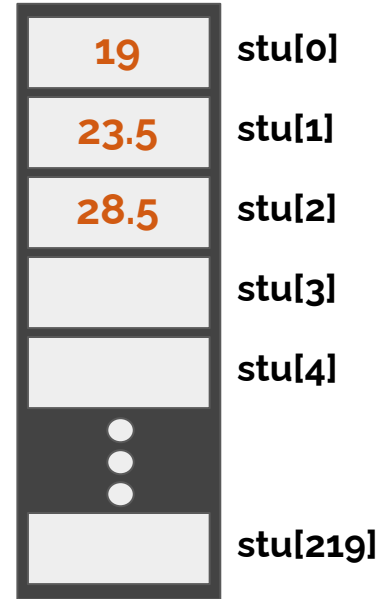


Arrays: Take input from the user

```
float stu[220];
```

Just like variables, arrays can also be **initialized by the user** in the following manner.

```
cout << "Enter Value: "  
cin >> stu[3];
```



Arrays: Take input from the user

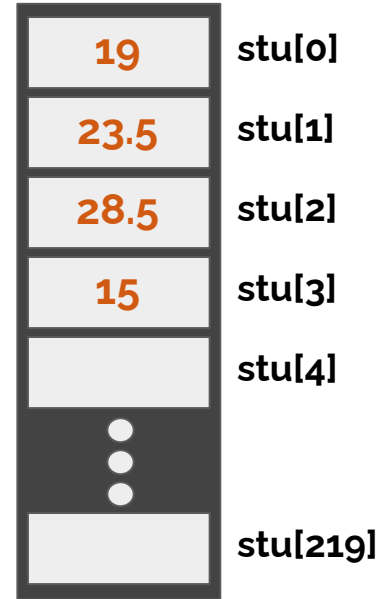
```
float stu[220];
```

Just like variables, arrays can also be **initialized by the user** in the following manner.

```
cout << "Enter Value: "  
cin >> stu[3];
```

```
C:\C++>c++ program.cpp -o program.exe
```

```
C:\C++>program.exe  
Enter Value: 15
```

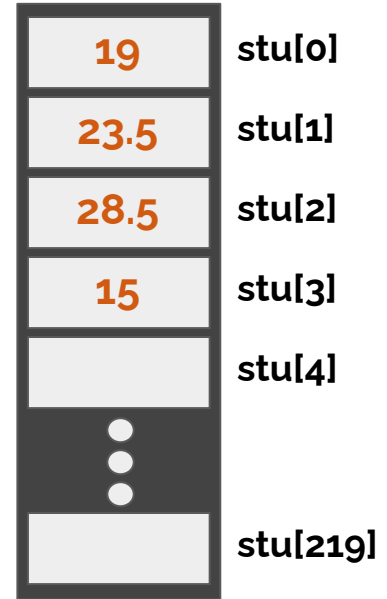


Arrays: Take input from the user

```
float stu[220];
```

Just like variables, arrays can also be **initialized by the user** in the following manner.

```
cout << "Enter Value: "  
cin >> stu[4];
```



Arrays: Take input from the user

```
float stu[220];
```

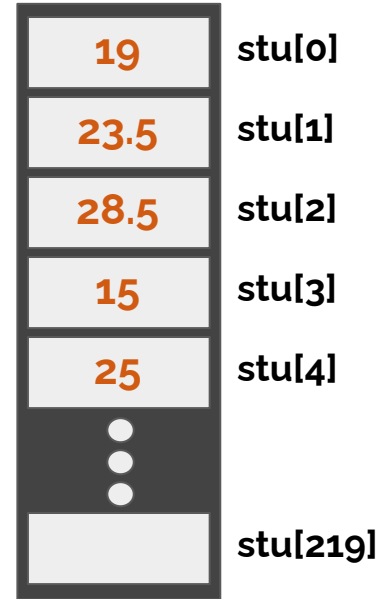
Just like variables, arrays can also be **initialized by the user** in the following manner.

```
cout << "Enter Value: "  
cin >> stu[4];
```

```
C:\C++>c++ program.cpp -o program.exe
```

```
C:\C++>program.exe
```

```
Enter Value: 25
```



Arrays:

Just like variables, arrays can also be initialized by the user in the following manner.

```
#include <iostream>
using namespace std;
main()
{
    float stu[220];
    cout << "Enter 1st student Marks: ";
    cin >> stu[0];
    cout << "Enter 2nd student Marks: ";
    cin >> stu[1];
    cout << "Enter 3rd student Marks: ";
    cin >> stu[2];
    .
    .
    .
    cout << "Enter 220th student Marks: ";
    cin >> stu[219];
}
```

Arrays:

Name of the array remains the same, only the indexes values change.

```
#include <iostream>
using namespace std;
main()
{
    float stu[220];
    cout << "Enter 1st student Marks: ";
    cin >> stu[0];
    cout << "Enter 2nd student Marks: ";
    cin >> stu[1];
    cout << "Enter 3rd student Marks: ";
    cin >> stu[2];
    .
    .
    .
    cout << "Enter 220th student Marks: ";
    cin >> stu[219];
}
```

Arrays:

We are accessing each index of the **array** separately.

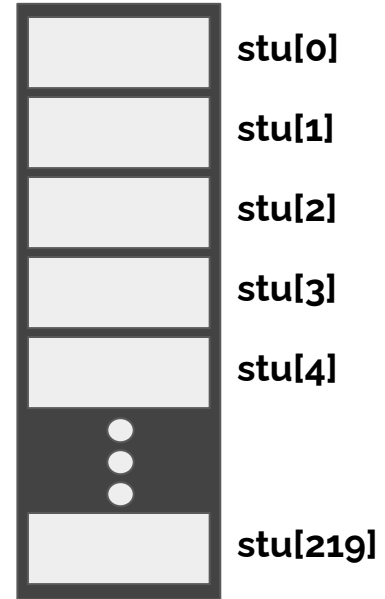
Now, the question is:

What is the benefit for us if we have to **repeat** the code for **200 times**?

```
#include <iostream>
using namespace std;
main()
{
    float stu[220];
    cout << "Enter 1st student Marks: ";
    cin >> stu[0];
    cout << "Enter 2nd student Marks: ";
    cin >> stu[1];
    cout << "Enter 3rd student Marks: ";
    cin >> stu[2];
    .
    .
    .
    cout << "Enter 220th student Marks: ";
    cin >> stu[219];
}
```

Arrays: Make the input more dynamic

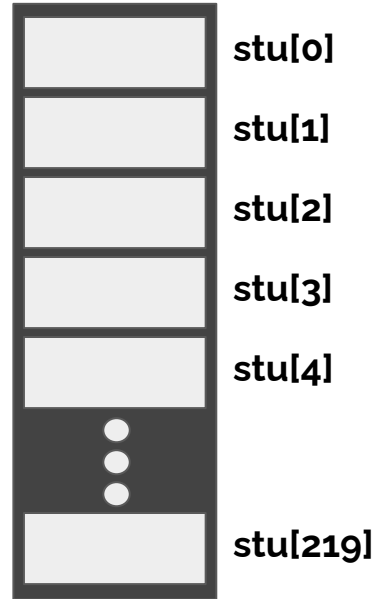
We can use **loops** to take input from the user more dynamically.



Arrays: Make the input more dynamic

We can use **loops** to take input from the user more dynamically.

```
#include <iostream>
using namespace std;
main(){
    int arr_size = 220;
    int stu[arr_size];
    for (int x = 0; x < arr_size; x = x + 1)
    {
        cout << "Enter " << x+1 << " element: ";
        cin >> stu[x];
    }
}
```



Scalar Variables VS Arrays

```
#include <iostream>
using namespace std;
main()
```

Scalar Variables

```
{
    float stu1, stu2, stu3, ... stu220;
    cin >> stu1;
    cin >> stu2;
    .
    .
    .
    cin >> stu220;
}
```

```
#include <iostream>
using namespace std;
main(){
```

Arrays

```
    int arr_size = 220;
    int stu[arr_size];
    for (int x = 0; x < arr_size; x = x + 1)
    {
        cout << "Enter " << x+1 << " element: ";
        cin >> stu[x];
    }
}
```

Arrays: Benefit

With **1 variable** we can access many memory locations.

```
#include <iostream>
using namespace std;
main()
```

Scalar Variables

```
{
    float stu1, stu2, stu3, ... stu220;
    cin >> stu1;
    cin >> stu2;
    .
    .
    .
    cin >> stu220;
}
```

```
#include <iostream>
using namespace std;
main(){
```

Arrays

```
    int arr_size = 220;
    int stu[arr_size];
    for (int x = 0; x < arr_size; x = x + 1)
    {
        cout << "Enter " << x+1 << " element: ";
        cin >> stu[x];
    }
}
```

Arrays: Benefit

We just have to **vary the indexes** of the array.

```
#include <iostream>
using namespace std;
```

```
main()
```

```
{
```

```
    float stu1, stu2, stu3, ... stu220;
```

```
    cin >> stu1;
```

```
    cin >> stu2;
```

```
    .
```

```
    .
```

```
    .
```

```
    cin >> stu220;
```

```
}
```

Scalar Variables

```
#include <iostream>
using namespace std;
```

```
main(){
```

```
    int arr_size = 220;
```

```
    int stu[arr_size];
```

```
    for (int x = 0; x < arr_size; x = x + 1)
```

```
    {
```

```
        cout << "Enter " << x+1 << " element: ";
```

```
        cin >> stu[x];
```

```
    }
```

```
}
```

Arrays

Store values in Arrays: 1st Method

```
float stu[5];
```

Take input from user:

```
cin >> stu[0];  
cin >> stu[1];  
cin >> stu[2];  
cin >> stu[3];  
cin >> stu[4];
```

19	stu[0]
23.5	stu[1]
28.5	stu[2]
8.5	stu[3]
25	stu[4]

Here, we have to store each value separately.

Store values in Arrays: 2nd Method

```
float stu[5];
```

The Assignment Statement:

```
stu[0] = 19;  
stu[1] = 23.5;  
stu[2] = 28.5;  
stu[3] = 8.5;  
stu[4] = 25;
```

19	stu[0]
23.5	stu[1]
28.5	stu[2]
8.5	stu[3]
25	stu[4]

Here, we have to store each value separately.

Store values in Arrays: 3rd Method

An alternate way to initialize the complete array is:

```
float stu[5] = {19, 23.5, 28.5, 8.5, 25};
```

19	stu[0]
23.5	stu[1]
28.5	stu[2]
8.5	stu[3]
25	stu[4]

Arrays: Processing with loop

Now we have data in the `stu[220]` float array, we want to print **Passed** or **Failed** based on student performance.

Condition is: If the marks are greater than 15 print **marks and write Passed** Otherwise **Failed**.

How to do it ?

19	stu[0]
23.5	stu[1]
28.5	stu[2]
15	stu[3]
25	stu[4]
⋮	
5	stu[219]

Arrays:

```
#include <iostream>
using namespace std;
string result(float number)
{
    string grade;
    if (number > 15){
        grade = "Passed";
    }
    else{
        grade = "Failed";
    }
    return grade;
}

main(){
    float stu[220];
    for(int x = 0; x < 220; x = x+1){
        cin >> stu[x];
    }
    for(int idx = 0; idx < 220; idx = idx + 1){
        string grade = result(stu[idx]);
        cout << stu[idx] << ": " << grade << endl;
    }
}
```


Scalar Variables: Working Example

Let's suppose **three variables** are given and the requirement is to find whether the number entered by the user is **present in any of the variables or not**.

n1 = 34

n2 = 98

n3 = 45

Scalar Variables: Solution

```
#include <iostream>
using namespace std;
main(){
    int n1 = 34, n2 = 98, n3 = 45, findNum;
    cout << "Please Enter the Number: ";
    cin >> findNum;
    if (findNum == n1 || findNum == n2 || findNum == n3){
        cout << "The number is present in the variable" << endl;
    }
    else{
        cout << "The number is not present in the variable" << endl;
    }
}
```

Arrays: Working Example

Let's suppose **three numbers** are given in array and the requirement is to find whether the number entered by the user is **present in array or not**.

```
int n[3] = {34, 98, 45};
```

Arrays: Solution

```
#include <iostream>
using namespace std;
main()
{
    int n[3] = {34, 98, 45}, findNum;
    cout << "Please Enter the Number: ";
    cin >> findNum;
    for (int idx = 0; idx < 3; idx = idx + 1){
        if (n[idx] == findNum){
            cout << "The number is present in the array" << endl;
        }
        else{
            cout << "The number is not present in the array" << endl;
        }
    }
}
```

Arrays: Solution

```
int n[3] = {34, 98, 45};
```

```
C:\C++>c++ program.cpp -o program.exe
```

```
C:\C++>program.exe
```

```
Please Enter the Number: 34
```

```
The number is present in the array
```

```
The number is not present in the array
```

```
The number is not present in the array
```

```
C:\C++>
```

Arrays

```
#include <iostream>
using namespace std;
main() {
    int n[3] = {34, 98, 45};
    int findNum;
    bool isFound = false;
    cout << "Please Enter the Number: ";
    cin >> findNum;
    for (int idx = 0; idx < 3; idx++)    // For accessing values
    {
        if (n[idx] == findNum) {
            isFound = true;
        }
    }
    if(isFound == true) {
        cout << "The number is present in the array" << endl;
    }
    else{
        cout << "The number is not present in the array" << endl;
    }
}
```

Arrays: Output

```
C:\C++>c++ example.cpp -o example.exe
```

```
C:\C++>example.exe
```

```
Please Enter the Number: 34
```

```
The value is present in the array
```

```
C:\C++>
```

```
C:\C++>c++ example.cpp -o example.exe
```

```
C:\C++>example.exe
```

```
Please Enter the Number: 66
```

```
The value is not present in the array
```

```
C:\C++>
```

|| Arrays: Working Example

Let's suppose **numbers** are given in array and the requirement is to find whether the number entered by the user is **present in array or not**.

Now extent this program for **100** numbers.

Learning Objective

Declare, initialize and use **arrays** to solve real world problems that needs relatively **large amount of data**.



Conclusion

- The general form of declaring an array is:

`dataType arrayName[number]`

- The general form (syntax) used for accessing an array component is:

`arrayName[number]`

the number is called the **index** which is any expression whose value is a nonnegative integer.

- in C++, the array index starts at **0**.

Self Assessment

1. Write a program that takes **5 numbers** in the array from user and find the **largest of these numbers**.
2. Suppose a Cinema displays **5 movies**. Price of Each movie ticket is **500**. Write a program in which you have 5 movie names stored in the array.

For Example

string movies[5] = {Gladiator, StarWars, Terminator, TakingLives, TombRider};

Take 1 movie name as input from the user and if the movie is stored on an odd index of the array then give **5% discount** on the movie ticket otherwise give **10% discount**.

