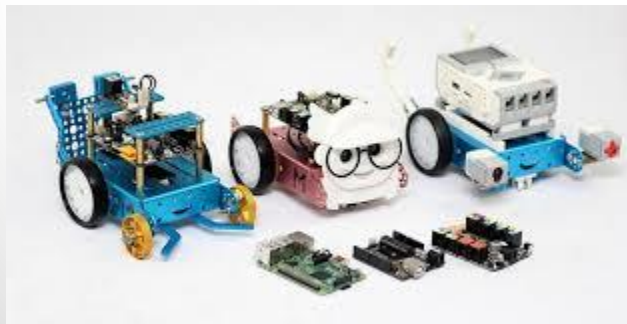


Arrays

Problema



Cómo catalogar mis mBot?

Posible Solución

```
string blue_mbot_1;  
string blue_mbot_2;  
string pink_mbot_1;
```

...

```
string blue_mbot_ranger_1;
```



Solución mejor: Arrays

```
const short MBOTS_SIZE = 18;  
string my_mbots[MBOTS_SIZE];
```

Declaración de arrays

- Sintaxis:

```
base_type array_name[number_of_cells];
```

```
// examples
```

```
float student_grades[50];
```

```
string student_names[50];
```

```
int student_ids[50];
```

```
const short NUM_FRIENDS = 27;
```

```
string my_friends_names[NUM_FRIENDS];
```

Ejemplo

```
const int SAMPLE_SIZE = 340;  
float ultrasound_readings[SAMPLE_SIZE];
```

| [0] | [1] | [2] | [3] | [4] | [5] | [6] | ... | [337] | [338] | [339] |
|------|------|------|------|------|------|------|-----|-------|-------|-------|
| 3.56 | 3.44 | 4.03 | 3.96 | 3.77 | 3.49 | 3.92 | ... | 4.01 | 3.83 | 3.21 |

Acceso a elementos

```
ultrasound_readings[0] = 45.1;  
ultrasound_readings[4] = 12.1;  
cout << ultrasound_readings[6] << endl;
```

| [0] | [1] | [2] | [3] | [4] | [5] | [6] | ... | [337] | [338] | [339] |
|------|------|------|------|------|------|------|-----|-------|-------|-------|
| 3.56 | 3.44 | 4.03 | 3.96 | 3.77 | 3.49 | 3.92 | ... | 4.01 | 3.83 | 3.21 |

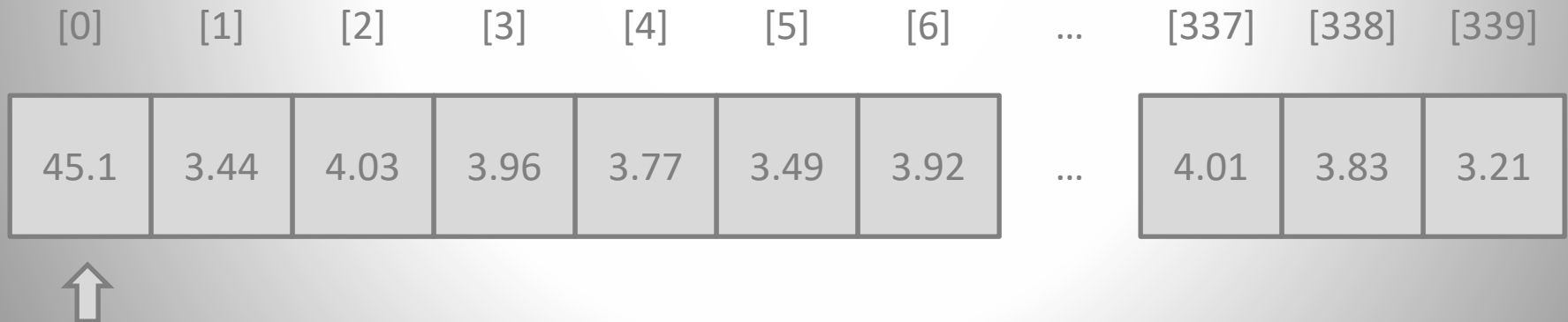
Acceso a elementos

```
⇒ ultrasound_readings[0] = 45.1;  
   ultrasound_readings[4] = 12.1;  
   cout << ultrasound_readings[6] << endl;
```

| [0] | [1] | [2] | [3] | [4] | [5] | [6] | ... | [337] | [338] | [339] |
|------|------|------|------|------|------|------|-----|-------|-------|-------|
| 3.56 | 3.44 | 4.03 | 3.96 | 3.77 | 3.49 | 3.92 | ... | 4.01 | 3.83 | 3.21 |

Acceso a elementos

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   ultrasound_readings[4] = 12.1;  
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⇒ ultrasound_readings[4] = 12.1;
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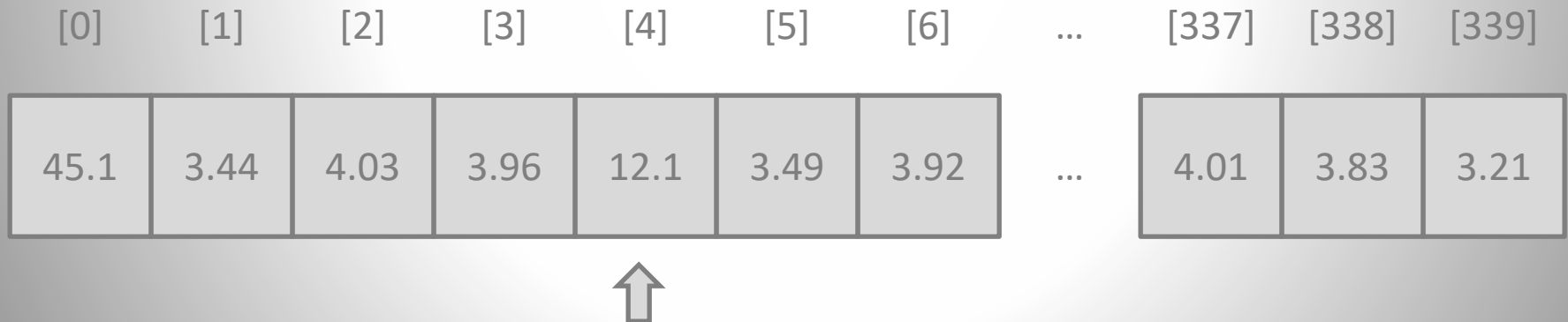
| [0] | [1] | [2] | [3] | [4] | [5] | [6] | ... | [337] | [338] | [339] |
|------|------|------|------|------|------|------|-----|-------|-------|-------|
| 45.1 | 3.44 | 4.03 | 3.96 | 3.77 | 3.49 | 3.92 | ... | 4.01 | 3.83 | 3.21 |

Acceso a elementos

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ultrasound_readings[0] = 45.1;
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⇒ ultrasound_readings[4] = 12.1;
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cout << ultrasound_readings[6] << endl;
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Acceso a elementos

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ultrasound_readings[4] = 12.1;
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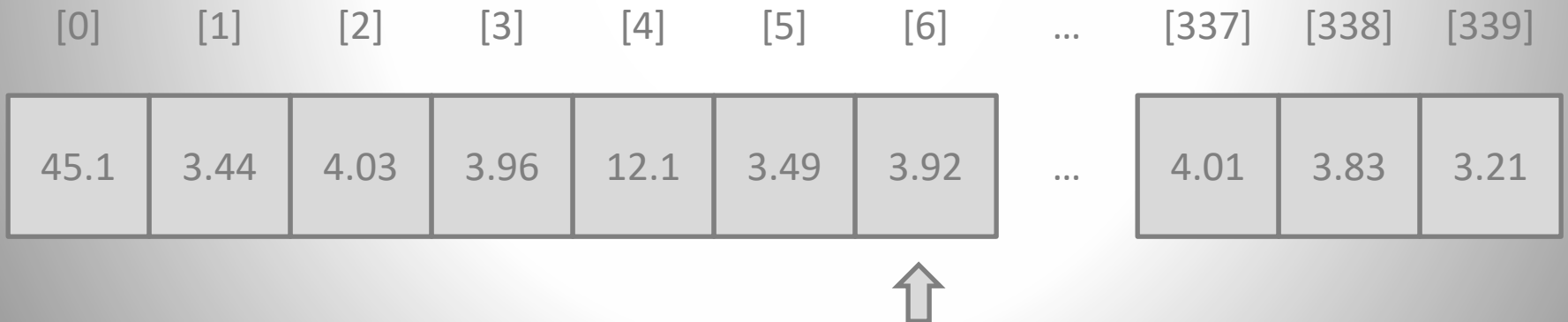
| [0] | [1] | [2] | [3] | [4] | [5] | [6] | ... | [337] | [338] | [339] |
|------|------|------|------|------|------|------|-----|-------|-------|-------|
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Acceso a elementos

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ultrasound_readings[0] = 45.1;
```

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```
⇒ cout << ultrasound_readings[6] << endl;
```



Acceso a elementos

```
const int SAMPLE_SIZE = 340;  
float ultrasound_readings[SAMPLE_SIZE];  
...  
cout << ultrasound_readings[SAMPLE_SIZE];
```

[0] [1] [2] [3] [4] [5] [6] ... [337] [338] [339]

| | | | | | | | | | | |
|------|------|------|------|------|------|------|-----|------|------|------|
| 45.1 | 3.44 | 4.03 | 3.96 | 12.1 | 3.49 | 3.92 | ... | 4.01 | 3.83 | 3.21 |
|------|------|------|------|------|------|------|-----|------|------|------|

Acceso a elementos

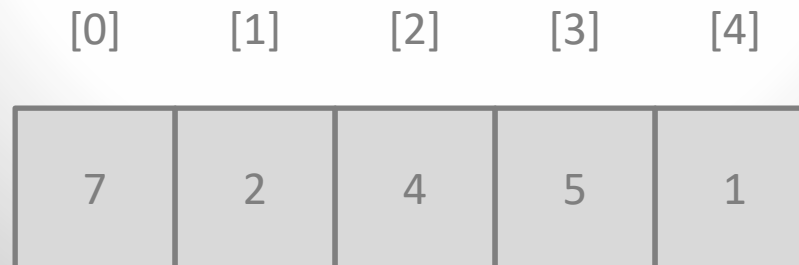
```
const int SAMPLE_SIZE = 340;  
float ultrasound_readings[SAMPLE_SIZE];  
...  
cout << ultrasound_readings[SAMPLE_SIZE];
```



Nos salimos del array !!! - Acceso a una zona de memoria “peligrosa”

Inicialización de arrays

```
const int SIZE = 5;  
int array1[SIZE] = {7, 2, 4, 5, 1};
```



Inicialización de arrays

```
const int SIZE = 5;  
int array2[SIZE] = {0};
```



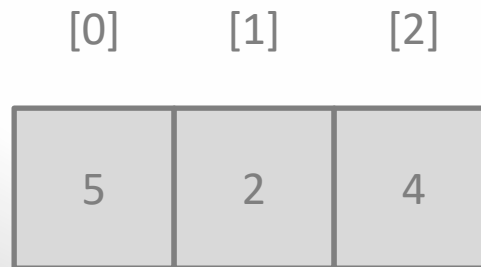
Inicialización de arrays

```
const int SIZE = 5;  
int array3[SIZE] = {9, 1};
```



Inicialización de arrays

```
int array4[] = {5, 2, 4};
```



Lo que **NO** debemos hacer


- Hacer “return” de un array en una función

```
int[] function(void)
{
    int arrayf[] = {1,2,3};
    return arrayf;
}
```

Lo que **NO** debemos hacer

- Hacer “return” de un array en una función
- Imprimir un array como si fuera un tipo básico

```
int array1[10];
```

 `cout << array1 << endl;`

Lo que **NO** debemos hacer

- Hacer “return” de un array en una función
- Imprimir un array como si fuera un tipo básico

```
int array1[10];  
cout << array1 << endl;
```

- Leer un array completo de la entrada

```
int array2[10];  
 cin >> array2;
```