

C How to Program

Arrays

Chapter 6 - Arrays

Outline

- 6.1 Introduction
- 6.2 Arrays
- 6.3 Declaring Arrays
- 6.4 Examples Using Arrays
- 6.5 Sorting Arrays
- 6.6 Searching Arrays
- 6.7 Multiple-Subscripted Arrays
- 6.8 work with Multiple-Subscripted Arrays

6.1 Introduction

- Arrays
 - Structures of related data items
 - An array is a set of data values – not just one
 - Static entity – same size throughout program
 - Dynamic data structures discussed in Chapter 12

6.2 Arrays

- Array
 - Group of consecutive memory locations
 - Same name and type
- To refer to an element, specify
 - Array name
 - Position number
- Format:
 - arrayname[position number]*
 - First element at position 0
 - **n** element array named **c**:
 - **c[0], c[1]...c[n - 1]**

Name of array
(Note that all elements of this array have the same name, **c**)

↓

c[0]	-45
c[1]	6
c[2]	0
c[3]	72
c[4]	1543
c[5]	-89
c[6]	0
c[7]	62
c[8]	-3
c[9]	1
c[10]	6453
c[11]	78

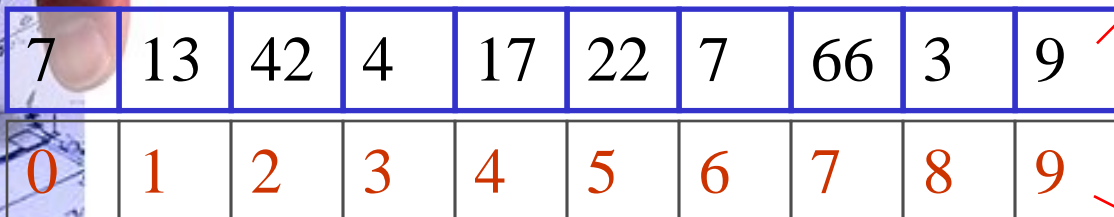
↑
Position number
of the element
within array **c**

Arrays

Think of an array as a row of boxes

Each box is an *element*

The elements have an *index* – a label for each element of the array that have 10 integers



A diagram illustrating an array as a row of 10 boxes. The top row contains the integers 7, 13, 42, 4, 17, 22, 7, 66, 3, and 9. The bottom row contains the indices 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9. A blue line connects the text 'each element of the array that have 10 integers' to the entire row of boxes. A red line connects the text 'The 10 elements' to the top row of boxes. Another red line connects the text 'index of each element' to the bottom row of boxes. A hand is pointing at the first box (index 0, value 7).

7	13	42	4	17	22	7	66	3	9
0	1	2	3	4	5	6	7	8	9

The 10
elements

index of each
element

6.2 Arrays

- Array elements are like normal variables

```
c[ 0 ] = 3;
printf( "%d", c[ 0 ] );
```

 - Perform operations on subscript. If **x** equals 3

```
c[ 5 - 2 ] == c[ 3 ] == c[ x ]
```

6.3 Declaring Arrays

- When declaring arrays, specify

- Name
- Type of array
- Number of elements

```
arrayType arrayName[ numberOfElements ] ;
```

- Examples:

```
int c[ 10 ] ;
```

```
float myArray[ 3284 ] ;
```

- Declaring multiple arrays of same type

- Format similar to regular variables
- Example:

```
int b[ 100 ], x[ 27 ] ;
```


6.4 Examples Using Arrays

- Initializers

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

- If not enough initializers, rightmost elements become 0

```
int n[ 5 ] = { 0 }
```

- All elements 0

- If too many a syntax error is produced syntax error
- C arrays have no bounds checking

- If size omitted, initializers determine it

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

- 5 initializers, therefore 5 element array


```

1  /* Fig. 6.8: fig06_08.c
2     Histogram printing program */
3  #include <stdio.h>
4  #define SIZE 10
5
6  int main()
7  {
8     int n[ SIZE ] = { 19, 3, 15, 7, 11, 9, 13, 5, 17, 1 };
9     int i, j;
10
11    printf( "%s%13s%17s\n", "Element", "Value", "Histogram" );
12
13    for ( i = 0; i <= SIZE - 1; i++ ) {
14        printf( "%7d%13d", i, n[ i ] ) ;
15
16        for ( j = 1; j <= n[ i ]; j++ )    /* print one bar */
17            printf( "%c", '*' );
18
19        printf( "\n" );
20    }
21
22    return 0;
23 }

```

1. Initialize
array

2. Loop

3. Print

Program Output

Element	Value	Histogram
0	19	*****
1	3	***
2	15	*****
3	7	*****
4	11	*****
5	9	*****
6	13	*****
7	5	*****
8	17	*****
9	1	*



6.4 Examples Using Arrays

- Character arrays
 - String “**first**” is really a static array of characters
 - Character arrays can be initialized using string literals

```
char string1[] = "first";
```

 - Null character '**\0**' terminates strings
 - **string1** actually has 6 elements
 - It is equivalent to

```
char string1[] = { 'f', 'i', 'r', 's', 't', '\0' };
```
 - Can access individual characters

```
string1[ 3 ] is character 's'
```
 - Array name is address of array, so “&” is not needed for `scanf`

```
scanf( "%s", string2 );
```

 - Reads characters until whitespace encountered
 - Can write beyond end of array, be careful

```

1  /* Fig. 6.10: fig06_10.c
2     Treating character arrays as strings */
3  #include <stdio.h>
4
5  int main()
6  {
7     char string1[ 20 ], string2[] = "string literal";
8     int i;
9
10    printf(" Enter a string: ");
11    scanf( "%s", string1 );
12    printf( "string1 is: %s\nstring2: is %s\n"
13           "string1 with spaces between characters is:\n",
14           string1, string2 );
15
16    for ( i = 0; string1[ i ] != '\0'; i++ )
17        printf( "%c ", string1[ i ] );
18
19    printf( "\n" );
20    return 0;
21 }

```

1. Initialize strings

2. Print strings

2.1 Define loop

2.2 Print
characters
individually

2.3 Input string

3. Print string

Program Output

```

Enter a string: Hello there
string1 is: Hello
string2 is: string literal
string1 with spaces between characters is:
H e l l o

```

6.5 Sorting Arrays

- Sorting data
 - Important computing application
 - Virtually every organization must sort some data
- Bubble sort (sinking sort)
 - Several passes through the array
 - Successive pairs of elements are compared
 - If increasing order (or identical), no change
 - If decreasing order, elements exchanged
 - Repeat
- Example:
 - original: 3 4 2 6 7
 - pass 1: 3 2 4 6 7
 - pass 2: 2 3 4 6 7
 - Small elements "bubble" to the top

Swapping (Temporary Variables)

It works for all data types

int Value1 = 3;

int Value2 = 7;

int Hold = Value1;

Value1 = Value2;

Value2 = Hold;

Value1

3

Value2

7

Hold

3

Value1

7

Value2

7

Hold

3

Value1

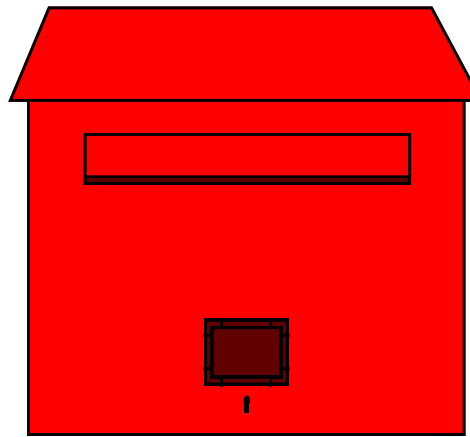
7

Value2

3

Hold

3



Swapping (Mathematic way)

It works for numbers only

```
int Value1 = 3;
```

```
int Value2 = 7;
```

Value1

3

Value2

7

```
Value1 = Value2 + Value1;
```

Value1

10

Value2

7

```
Value2 = Value1 - Value2;
```

Value1

10

Value2

3

```
Value1 = Value1 - Value2;
```

Value1

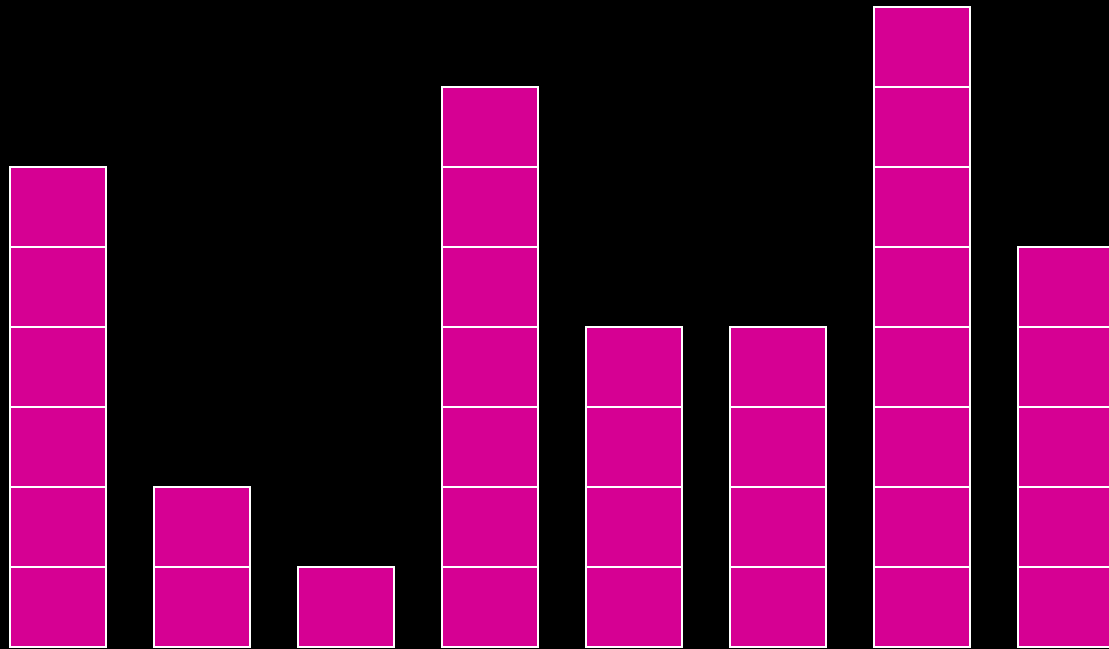
7

Value2

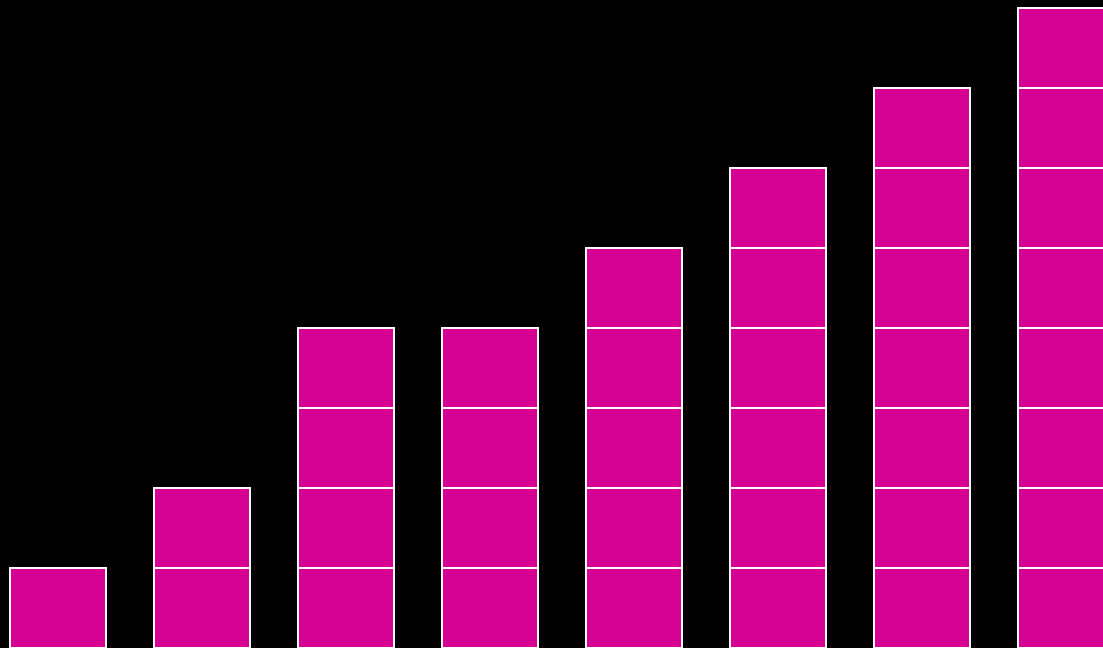
3

Another Example: Sorting

Sort the following objects according to their heights



Expected Result



Strategy

There are **many strategies** for solving this problem. We demonstrate a **simple one**:

Repeat the following steps while the array is unsorted:

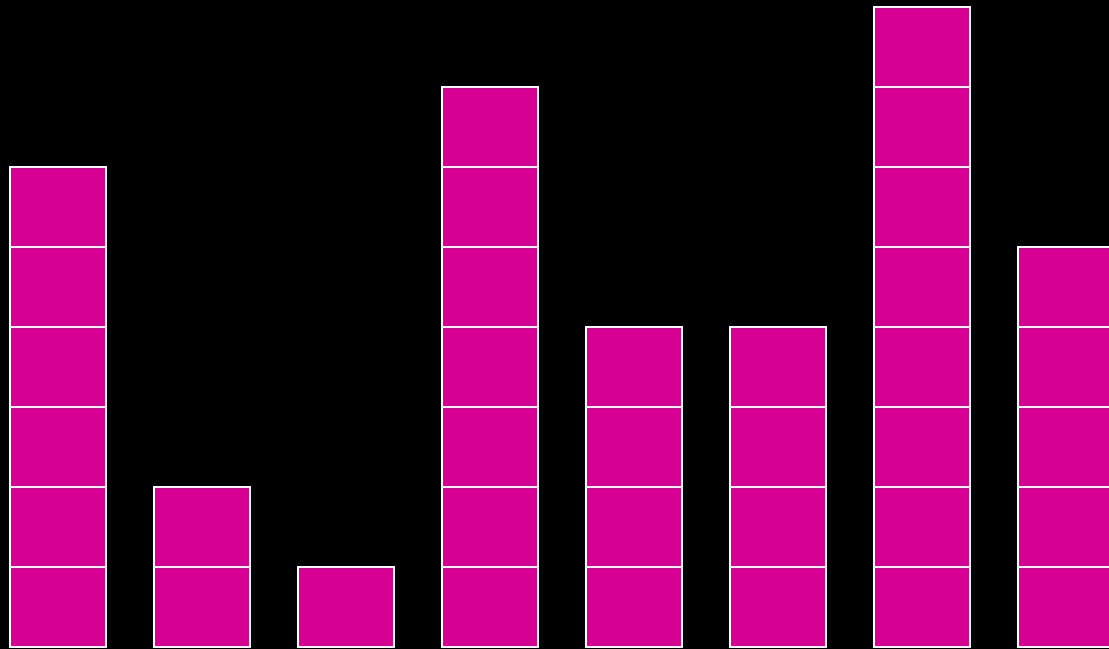
Start with the **first object in the array**

Swap it with the one next to it if they are in the wrong order

Repeat the same with the **next to the first object**

Keep on **repeating** until you reach the **last object** in the list

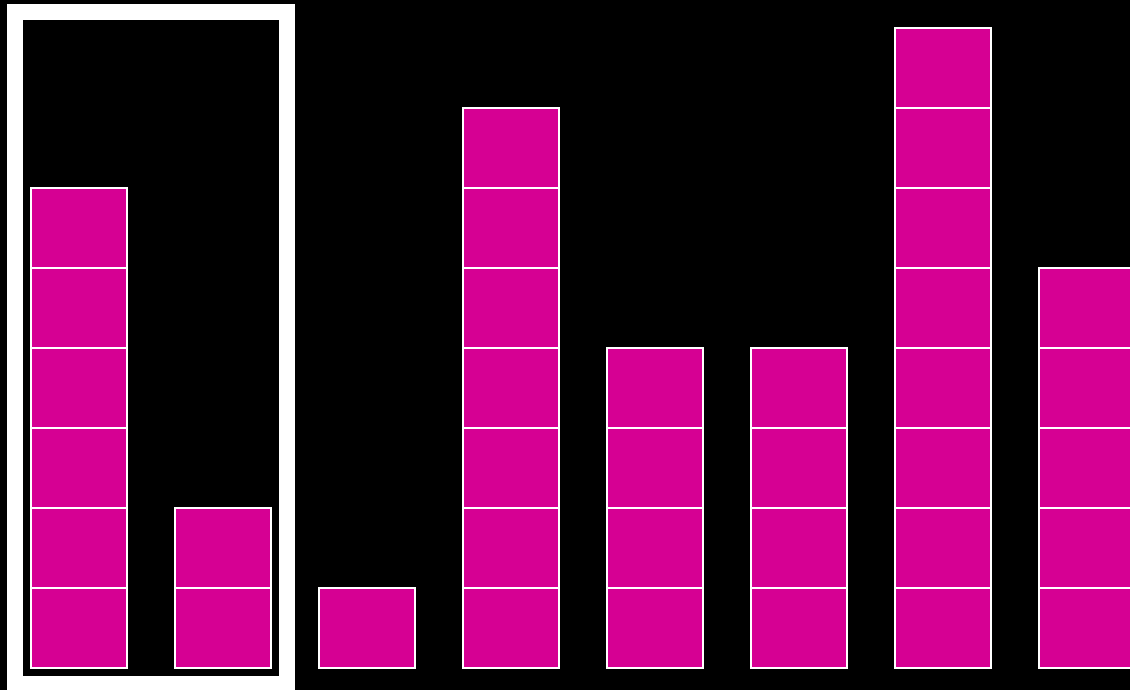
Back to the Objects to be Sorted



Q: Is the array sorted?

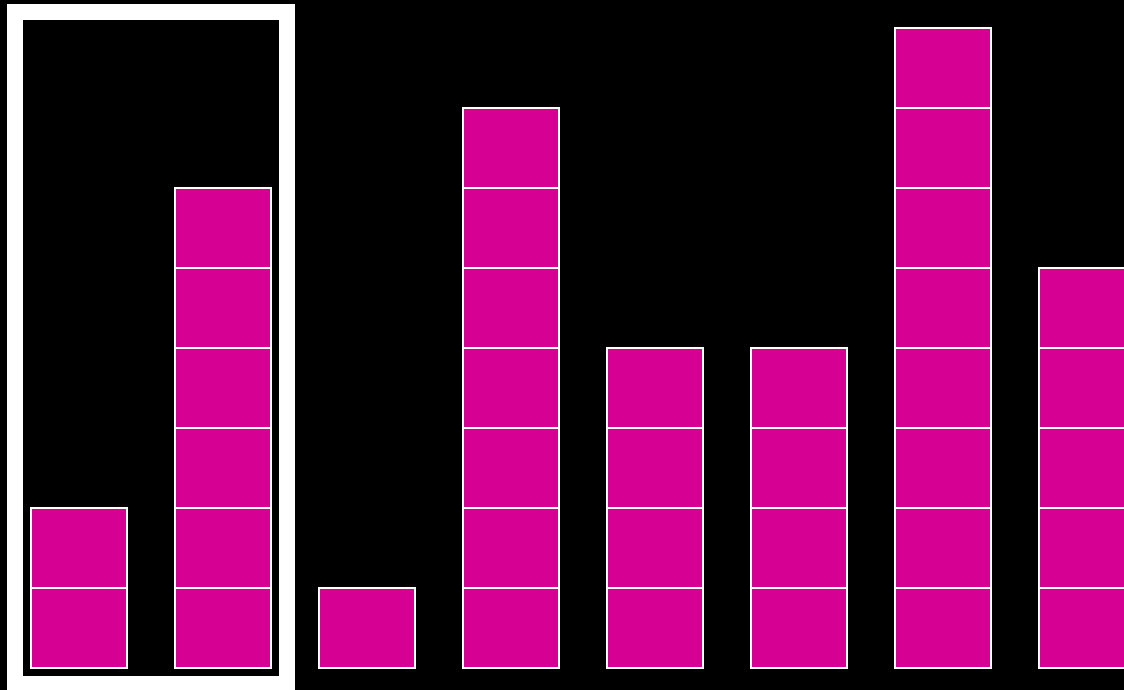
A: No

Sorting: Step A1

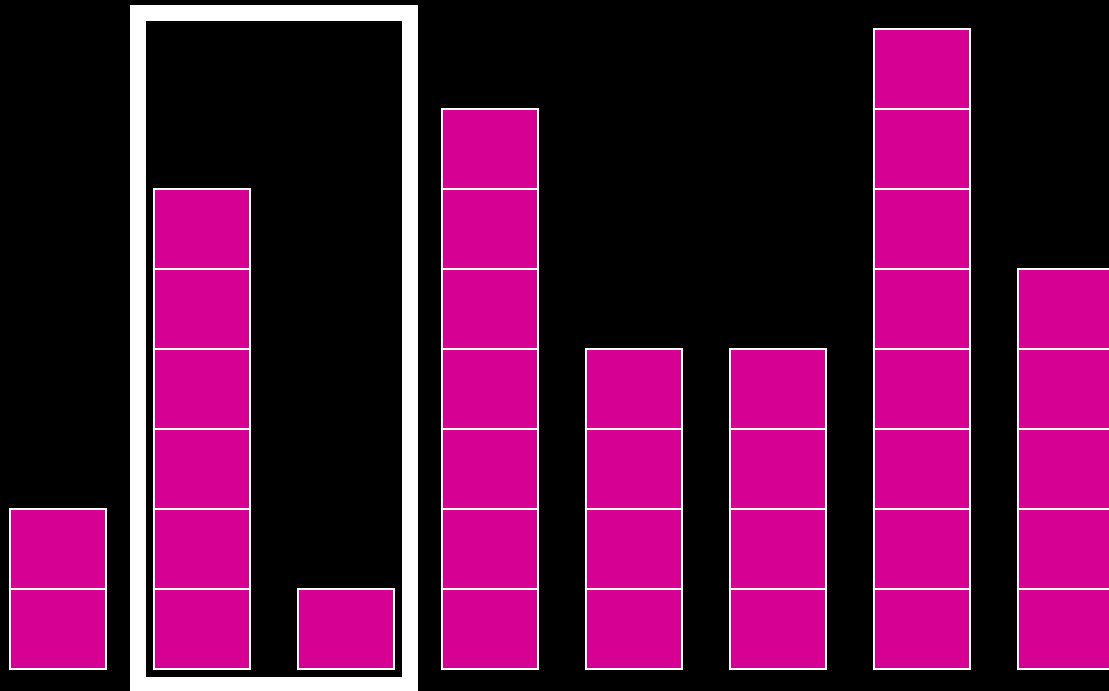


Sorting: Step A1

Swap? Yes

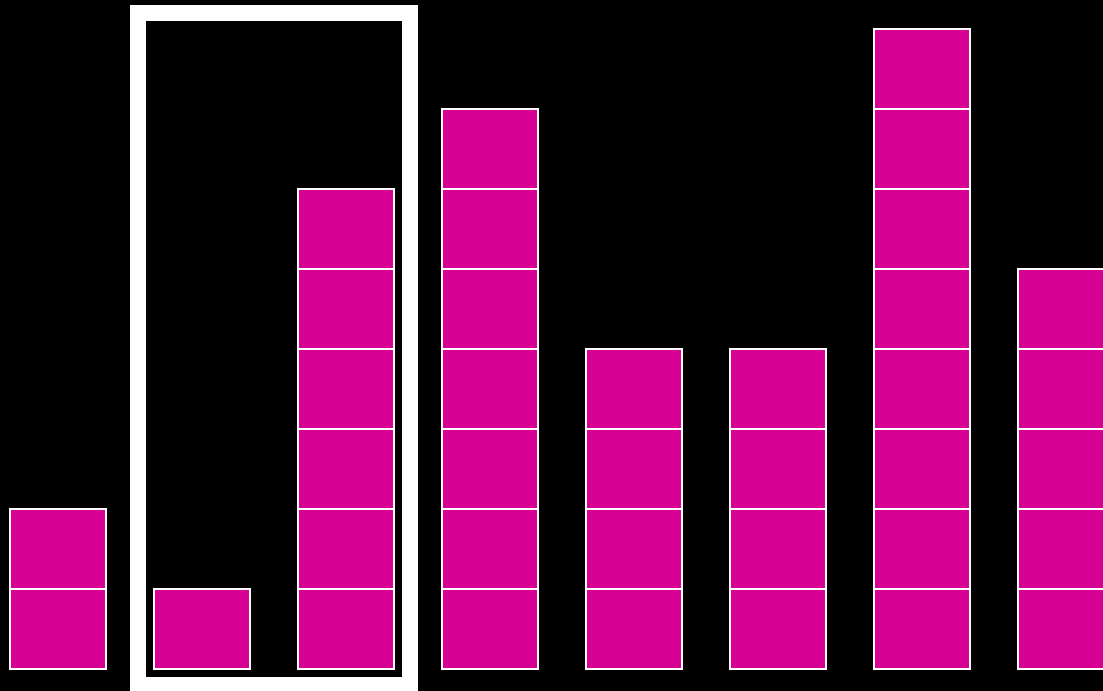


Sorting: Step A2

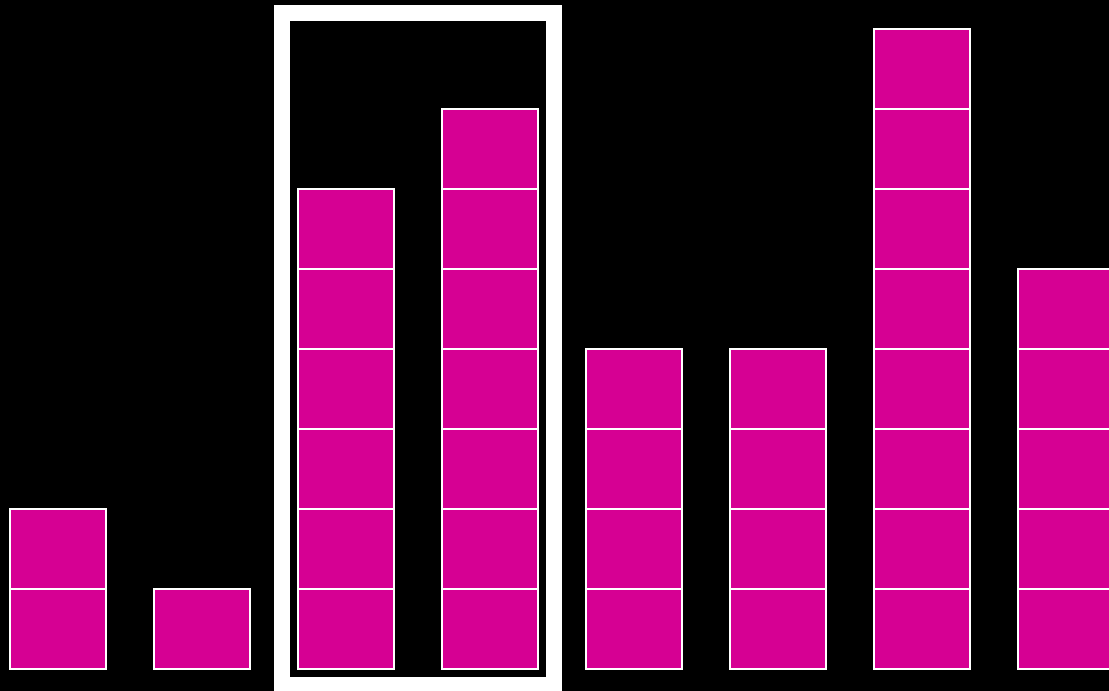


Sorting: Step A2

Swap? Yes

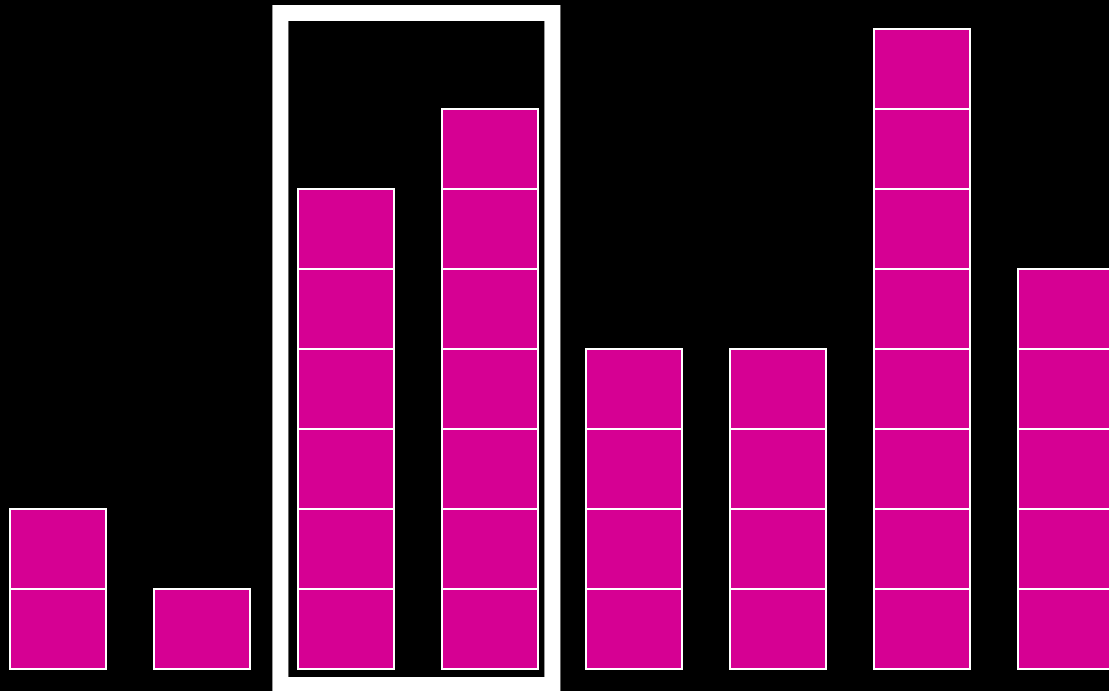


Sorting: Step A3

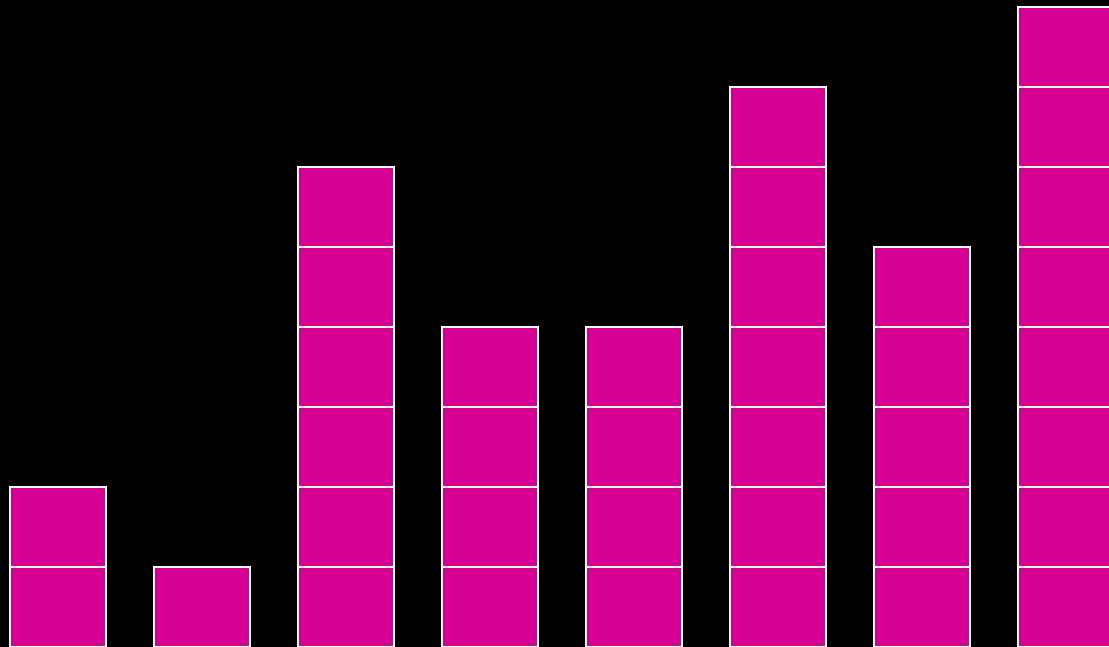


Sorting: Step A3

Swap? No



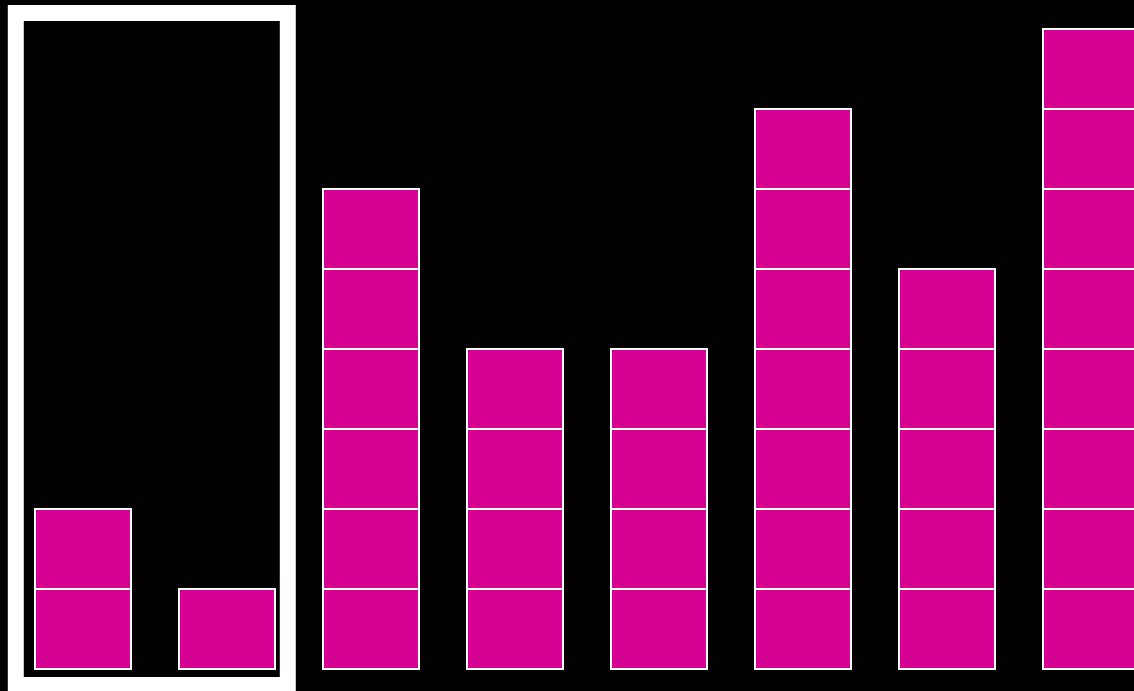
Sorting: After Step A7



Q: Is the array sorted?

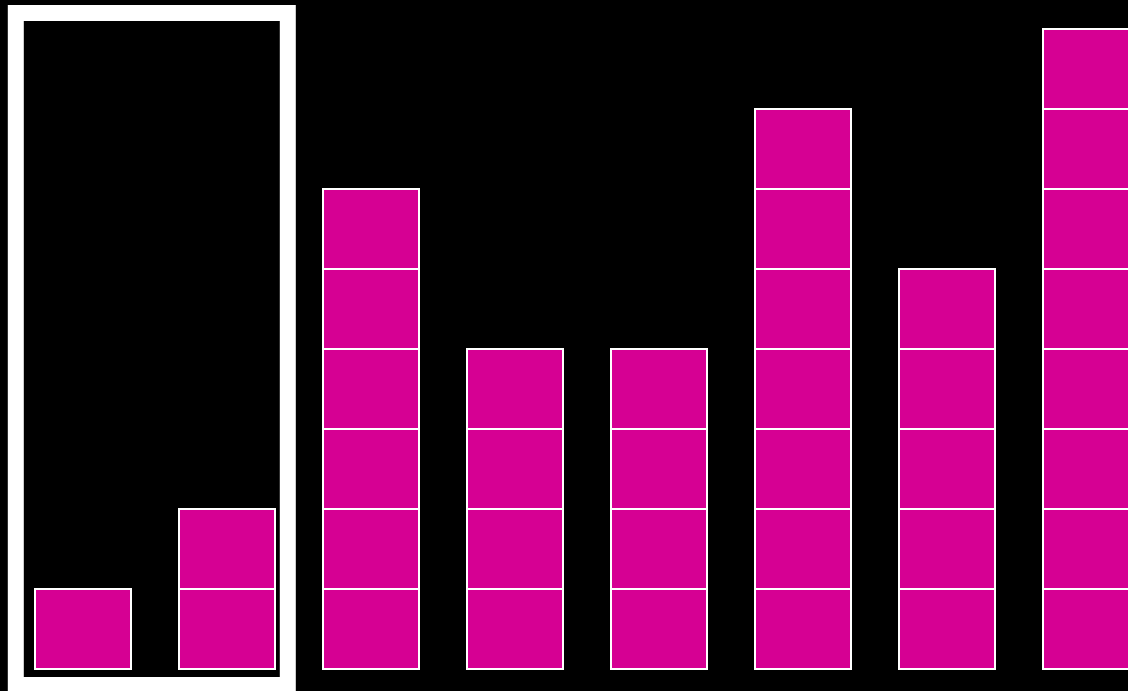
A: No

Sorting: Step B1

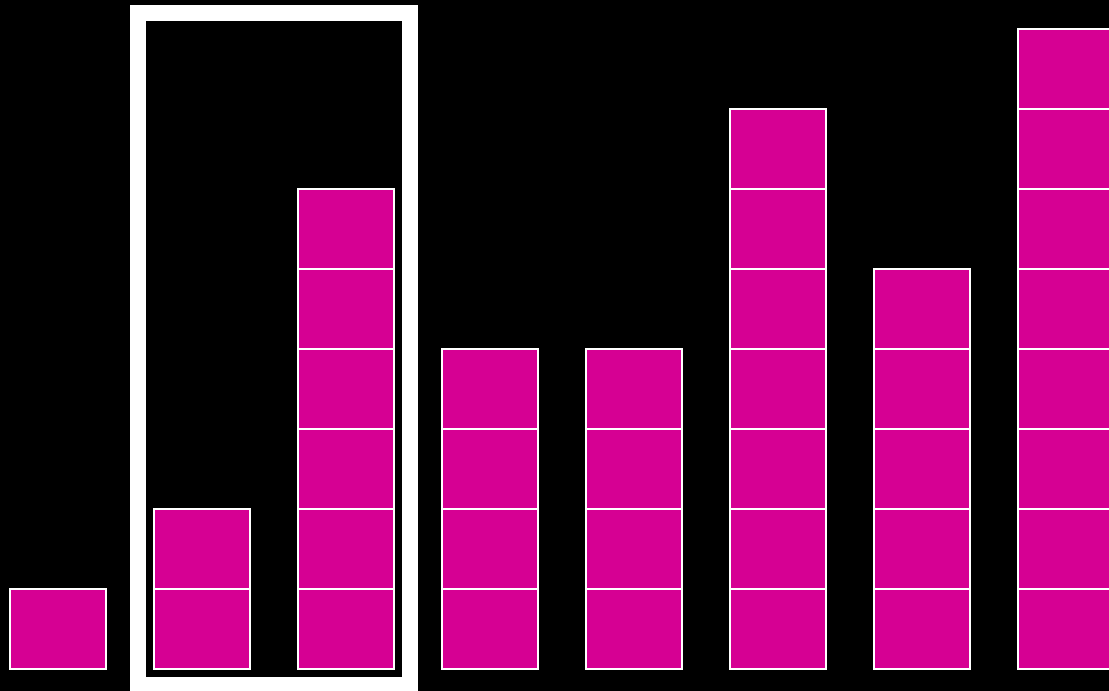


Sorting: Step B1

Swap? Yes

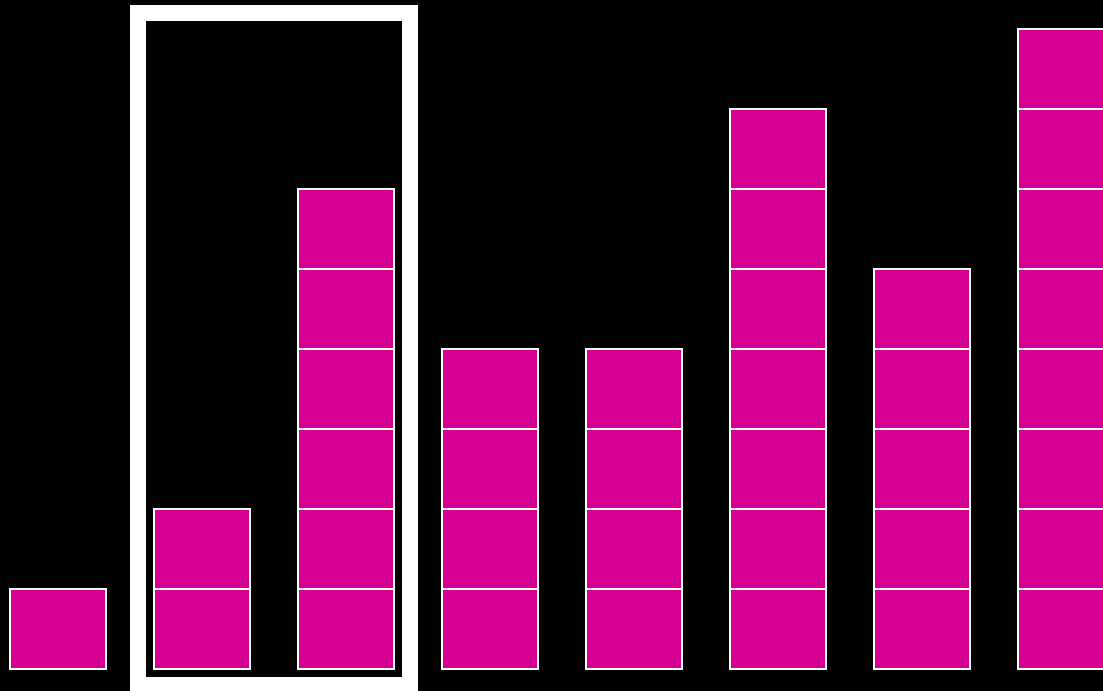


Sorting: Step B2

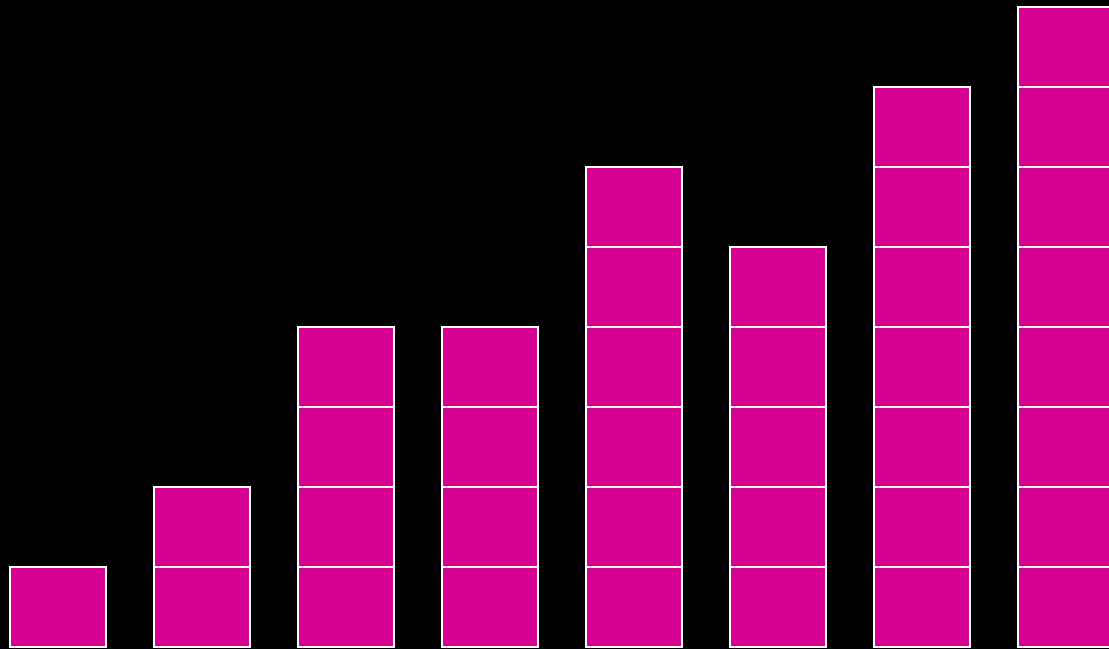


Sorting: Step B2

Swap? No



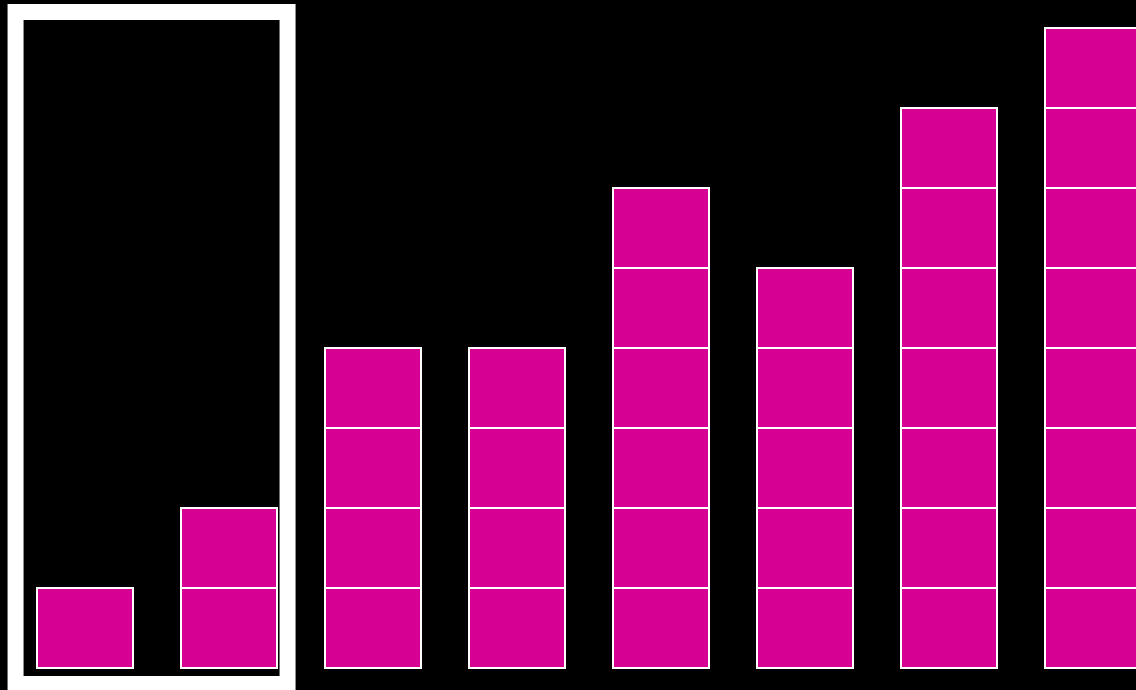
Sorting: After Step B7



Q: Is the array sorted?

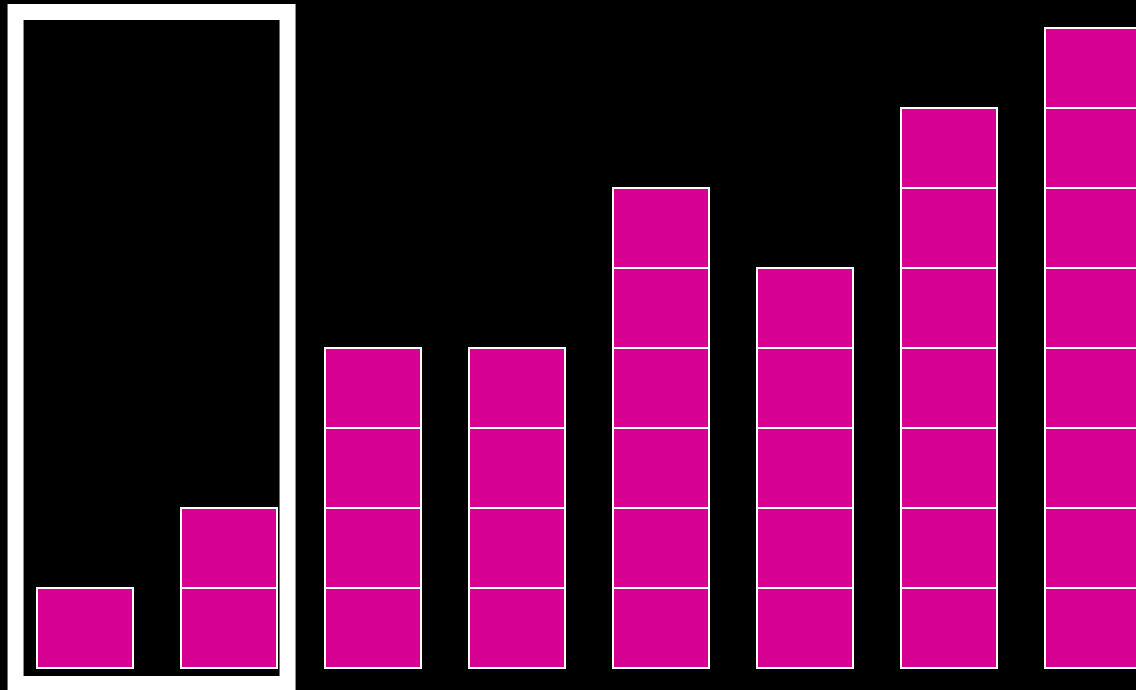
A: No

Sorting: Step C1

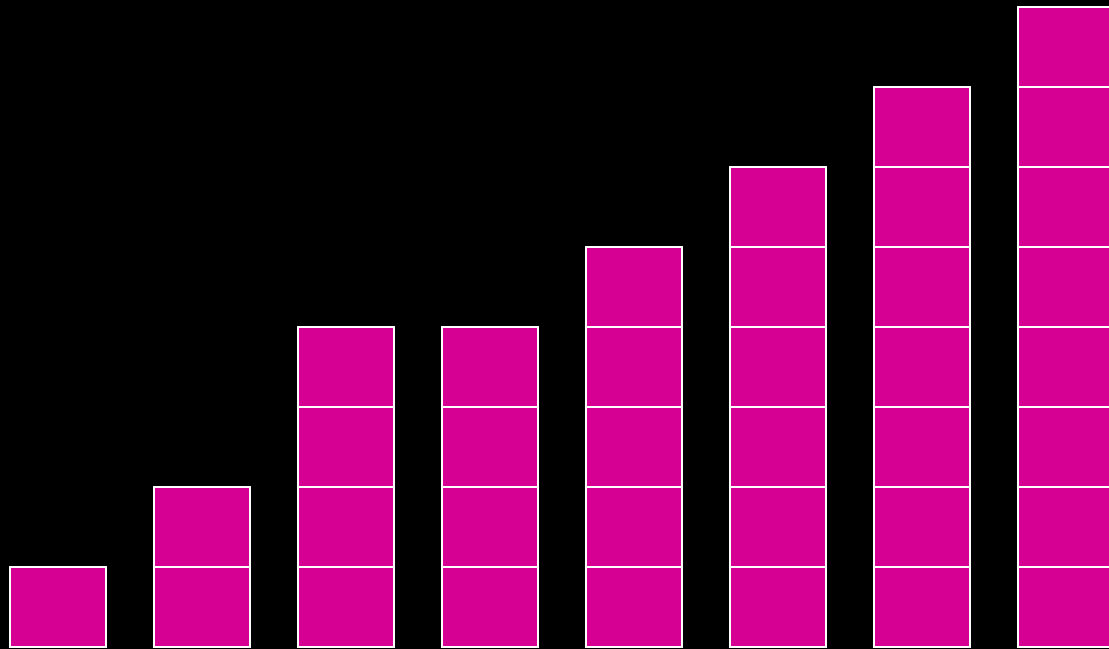


Sorting: Step C1

Swap? No



Sorting: After Step C7



Q: Is the array sorted?

A: Yes

STOP

The Traditional Method

```
int list[]={12,2,8,13,19,2,20,3};
int temp;
for (int n = 0; n< 7;n++)
for (int i = 0; i< 7;i++)
    if (list[i] > list[i +1] )
    { temp = list[i];
      list[i] = list [i + 1];
      list[i + 1] = temp;

    }
```

6.6 Searching Arrays: Linear Search and Binary Search

- Search an array for a *key value*
- Linear search
 - Simple
 - Compare each element of array with key value
 - Useful for small and unsorted arrays

Linear Search

```
int arr[10]={100,5,3,24,35,46,52,61,71,91};
```

```
int key, i=0;  
printf("enter key :\n ");  
scanf("%d",&key);
```

```
while( i <= 9)  
{if(key==arr[ i ]){  
    printf ("Key found in array[%d]\n",i);  
    return 0;}  
    i++;  
}  
printf ("Key not found");
```

6.7 Multiple-Subscripted Arrays

- Multiple subscripted arrays
 - Tables with rows and columns (**m** by **n** array)
 - Like matrices: specify row, then column

	Column 0	Column 1	Column 2	Column 3
Row 0	<code>a[0][0]</code>	<code>a[0][1]</code>	<code>a[0][2]</code>	<code>a[0][3]</code>
Row 1	<code>a[1][0]</code>	<code>a[1][1]</code>	<code>a[1][2]</code>	<code>a[1][3]</code>
Row 2	<code>a[2][0]</code>	<code>a[2][1]</code>	<code>a[2][2]</code>	<code>a[2][3]</code>

Diagram illustrating the structure of a multiple-subscripted array (matrix) with annotations:

- Array name:** Points to the `a` in the first subscripted element `a[2][1]`.
- Row subscript:** Points to the row index `2` in the first subscripted element `a[2][1]`.
- Column subscript:** Points to the column index `1` in the first subscripted element `a[2][1]`.

Multiple-Subscripted Arrays

- Initialization

- `int b[2][2] = { { 1, 2 }, { 3, 4 } };`
- Initializers grouped by row in braces
- If not enough, unspecified elements set to zero

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

1	2
3	4

1	0
3	4

- Referencing elements

- Specify row, then column

`printf("%d", b[0][1]);`

Example: strings list

```
char b[10][50];  
for (int i = 0; i <= 9; i++)  
{printf ("Enter the name\n");  
scanf("%s",&b[i]);}  
for (int i=0; i <= 9; i++)  
    printf("%s\n",b[i]);
```

6.8 working with Multiple-Subscripted Arrays

- To work with two dimensional array elements we use two for
- For example to print the b array we write
- ```
for(int i=0;i<2;i++)
{
 for(int j=0;j<2; j++)
 printf("%d\t", b[i][j]);
 printf("\n");
}
```