

```
mirror_object
  peration == "MIRROR_X":
irror_mod.use_x = True
lrror_mod.use_y = False
alrror_mod.use_z = False
     operation == "MIRROR_Y"
   irror_mod.use_x = False
 ### Irror_mod.use_y = True
  mirror_mod.use_z = False
     _operation == "MIRROR_Z"
       rror_mod.use_x = False
     lrror_mod.use_y = False
       rror_mod.use_z = True
      melection at the end -add
           ob.select= 1
          er ob.select=1
           ntext.scene.objects.action
          "Selected" + str(modified
         irror ob.select = 0
     bpy.context.selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_
                    OPERATOR CLASSES --- Arrays
                                                                                             Abdul Haseeb
                  X mirror to the selected
           ject.mirror_mirror_x"
```

Agenda

- Why enumerations are used in C++
- What is enumeration
- Syntax for using enums
- Enumeration with Switch-case

Problem



Problem:

Store the price of 4 to 5 different products in a store.



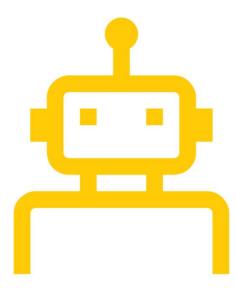
Solution:

Create 5 different variables:

- float price1;
- float price2;
- float price3;
- float price4;
- float price5;

Another Problem

- Store ages of all family members
- Let's say you have to store the names of students in a class
- Now let's expand it to the whole university



Solution

- Arrays
 - Avoid the repetitive task of declaring and initializing the variable

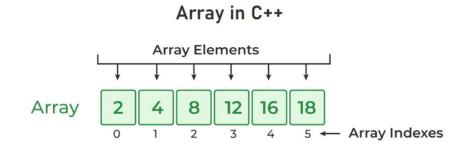
```
int ages[] = {71, 42, 37, 5, 18};
```

What is an Array?

- Data Structure that is used to store multiple values of similar type in a contiguous memory location
- An array is also called as homogenous collection of data
- **Examples:**
 - Marks of students in a class
 - Collection of medicines in a medical store

An array of 6 numbers

- ▶Index of an array starts from 0 to n-1
- ► (where n is the size of an array)



Index

INDEX IS THE POSITION-1 WHERE AN ARRAY ELEMENT IS STORED

Declaration of an array

- int is the data type, you can use char, float, double etc
- arr is the name of array variable, which follows naming rules of a variable
- 5 inside the square brackets refers to the size of array, which can not be changed

```
data_type array_name[Size_of_array];

Example

int arr[5];
```

What do you guess how much bytes in memory an array will occupy?

It depends on the data type and size of an array

Initialization of an array

MANY POSSIBLE WAYS LET'S DISCUSS SOME COMMON WAYS

Initialize Array with Values and size in C++

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

1. Size of array is fixed in this case, can not exceed 5 elements

2. Initialize Array with Values and without Size in C++

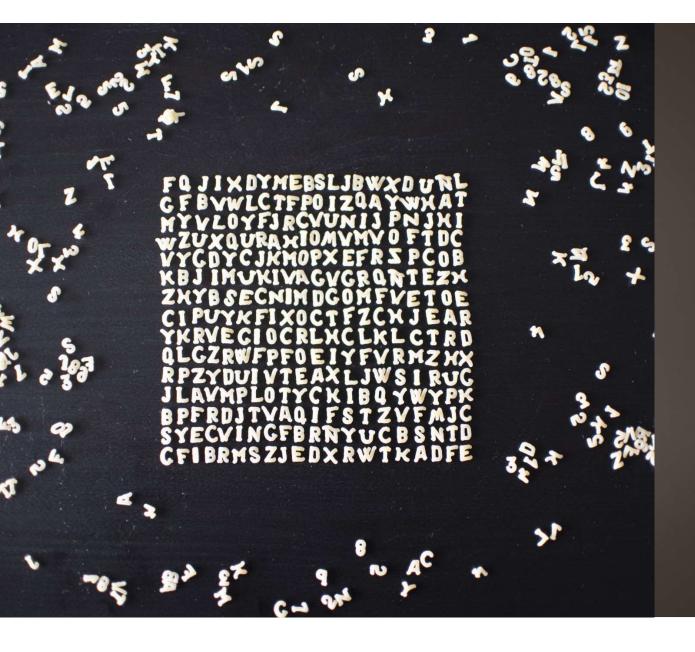
```
int arr[] = {1, 2, 3, 4, 5};
```

1. Size of array is decided based on the number of elements inside curly braces

```
4 pint main(){
 5
 6
   int nums[5];
 8
 9
    nums[0]=3;
   nums[1]=4;
10
11
   nums[2]=4;
   nums[3]=4;
12
   nums[4]=4;
13
```

3. Initialize with the help of indexes

Creating an array of names



Creating array of vowel letters

Initializing all the elements of an array with zero

► This method only works for zero

```
int zero_array[5] = {0};
```

Accessing an element of array

- ▶ Element can be accessed with the help of:
 - Array name
 - Along with an index number specified in the curly braces

Example: **cout<<nums[3]**; //It will print 4th element of the nums array on console screen

```
// C++ Program to Illustrate How to Access Array Elements
#include <iostream>
using namespace std;

int main()
{
    int arr[3];

    // Inserting elements in an array
    arr[0] = 10;
    arr[1] = 20;
    arr[2] = 30;

// Accessing and printing elements of the array
    cout << "arr[0]: " << arr[0] << endl;
    cout << "arr[1]: " << arr[1] << endl;
    cout << "arr[2]: " << arr[2] << endl;
    return 0;
}</pre>
```

Example of array element access

Traversing an array

 Traversing means to visit each element of array exactly once

```
// C++ Program to Illustrate How to Traverse an A
#include <iostream>
using namespace std;
int main()
    // Initialize the array
    int table of two[10]
        = \{ 2, 4, 6, 8, 10, 12, 14, 16, 18, 20 \};
    // Traverse the array using for loop
    for (int i = 0; i < 10; i++) {
        // Print the array elements using indexing
        cout << table_of_two[i] << " ";</pre>
    }
    return 0;
```

Exercise: Must complete before coming tomorrow

- Declare and Initialize an array of 6 integers, namely nums_array
- Print all the values of array without loop, with the help of array index
- Print all the values of array through for loop, with the help of array index