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OF ENGINEERING

# Lab 3

# Arrays

Programming for Business Analytics  
MG-GY 8401



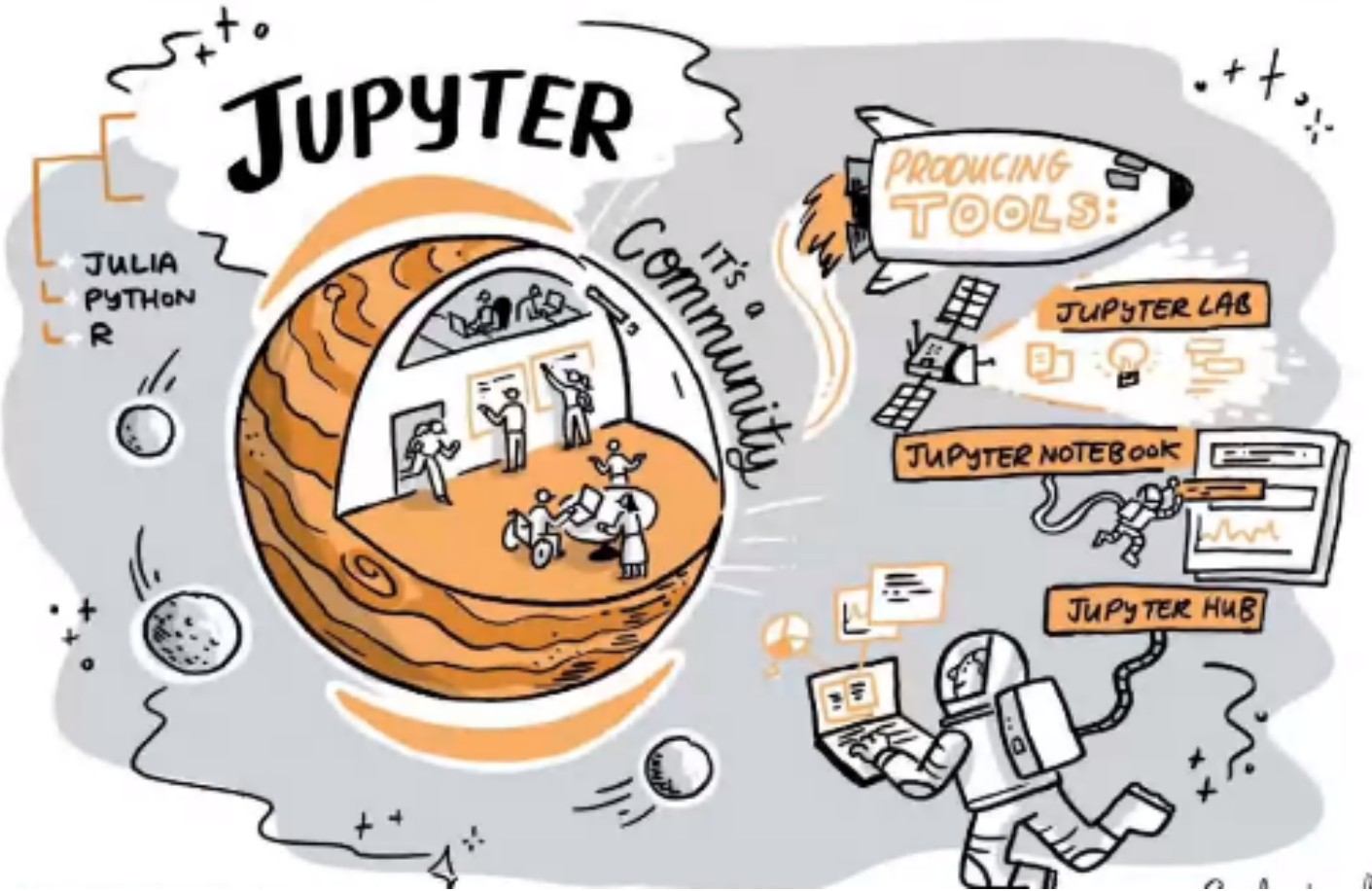
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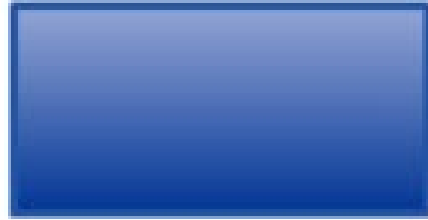


## Agenda

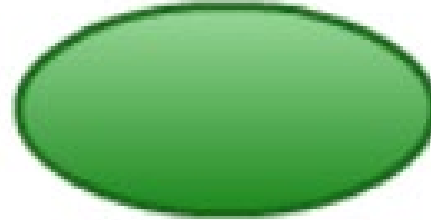
- Classes
  - UML
- Arrays
  - Accessing + Manipulating + Calculating



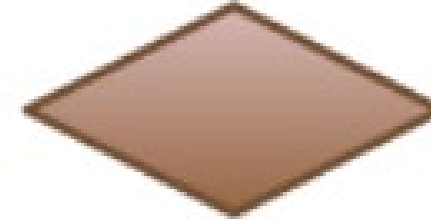
- Describe the learning objectives.
- Summarize the relevant take-aways.
- Ask about unclear information.



**Entity**



**Attribute**



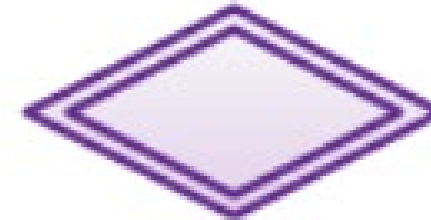
**Relationship**



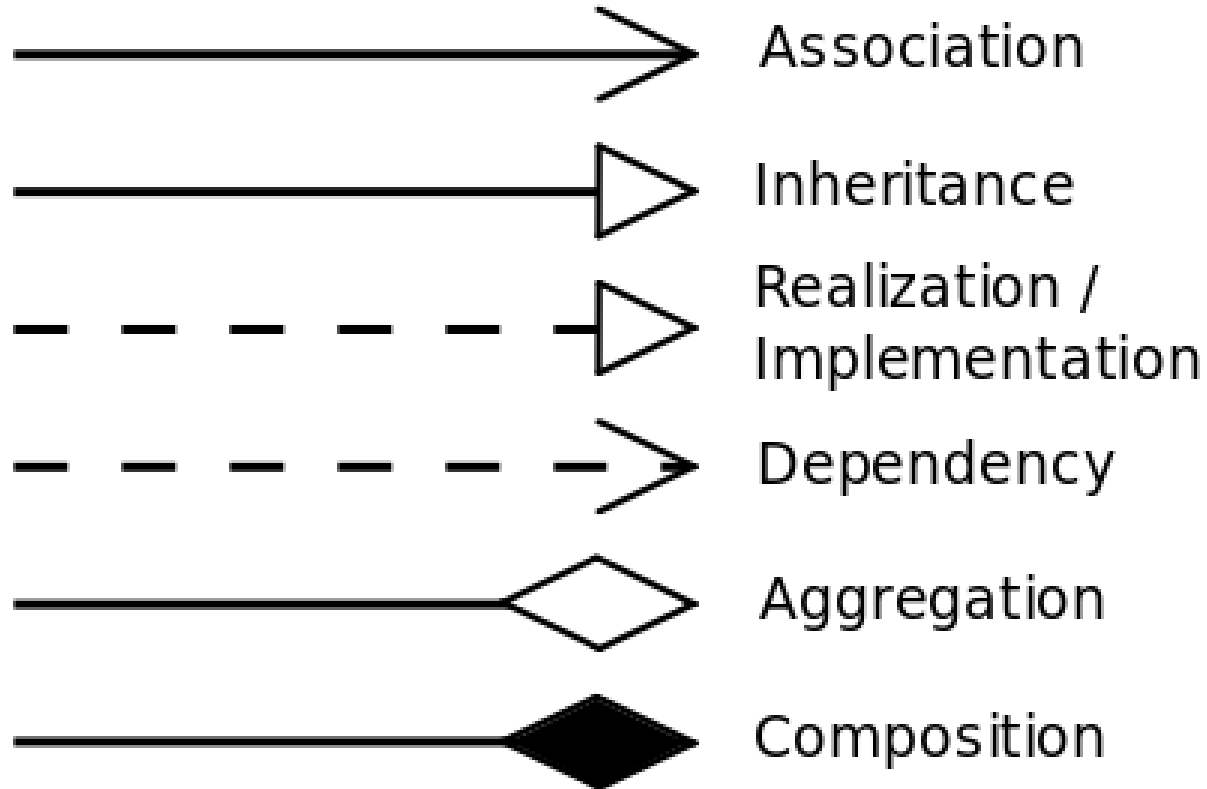
**Weak  
Entity**



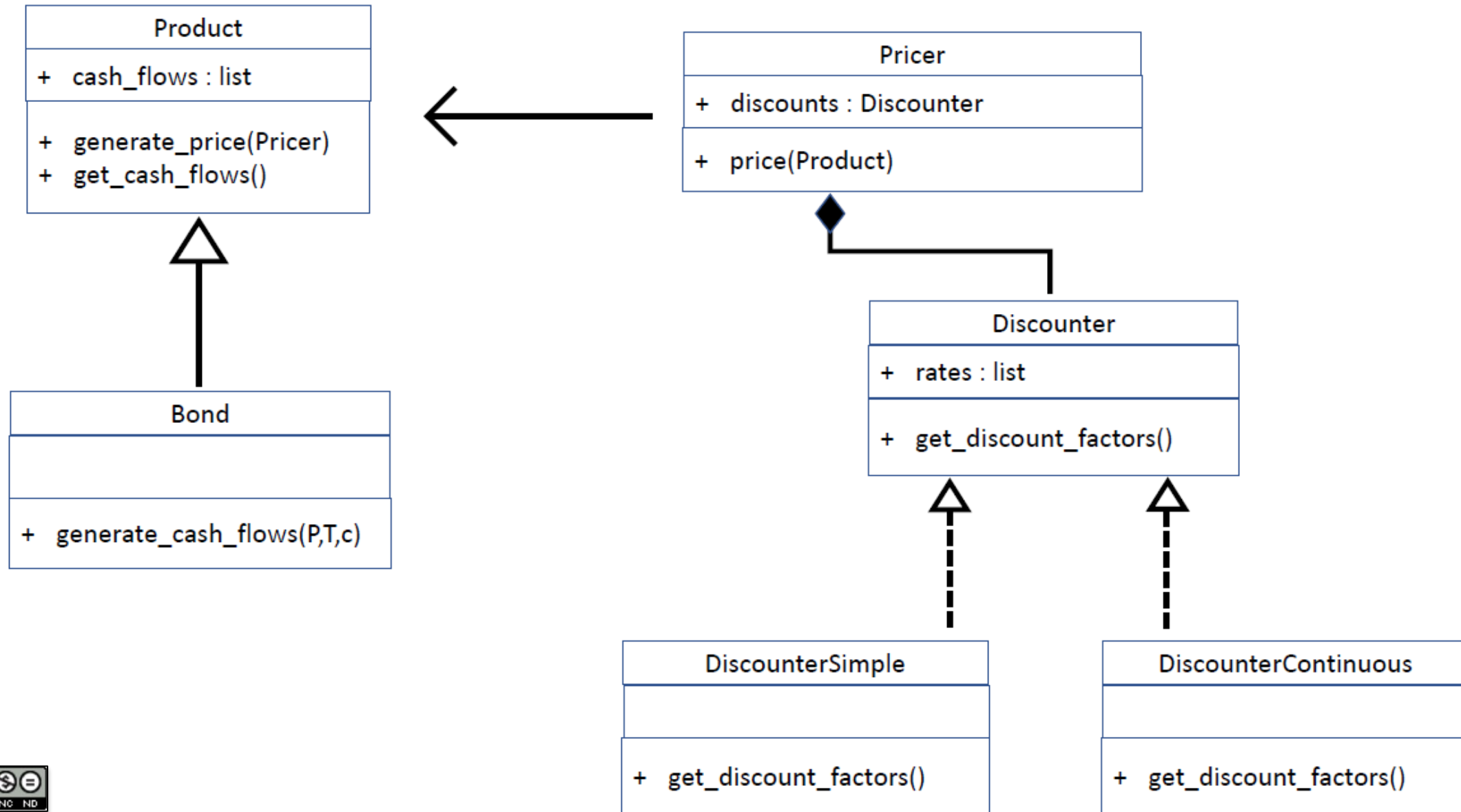
**Multivalued  
Attribute**



**Weak  
Relationship**



0	No instances (rare)
0..1	No instances, or one instance
1	Exactly one instance
1..1	Exactly one instance
0..*	Zero or more instances
*	Zero or more instances
1..*	One or more instances



**1D Array**

3	2
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**2D Array**

1	0	1
3	4	1

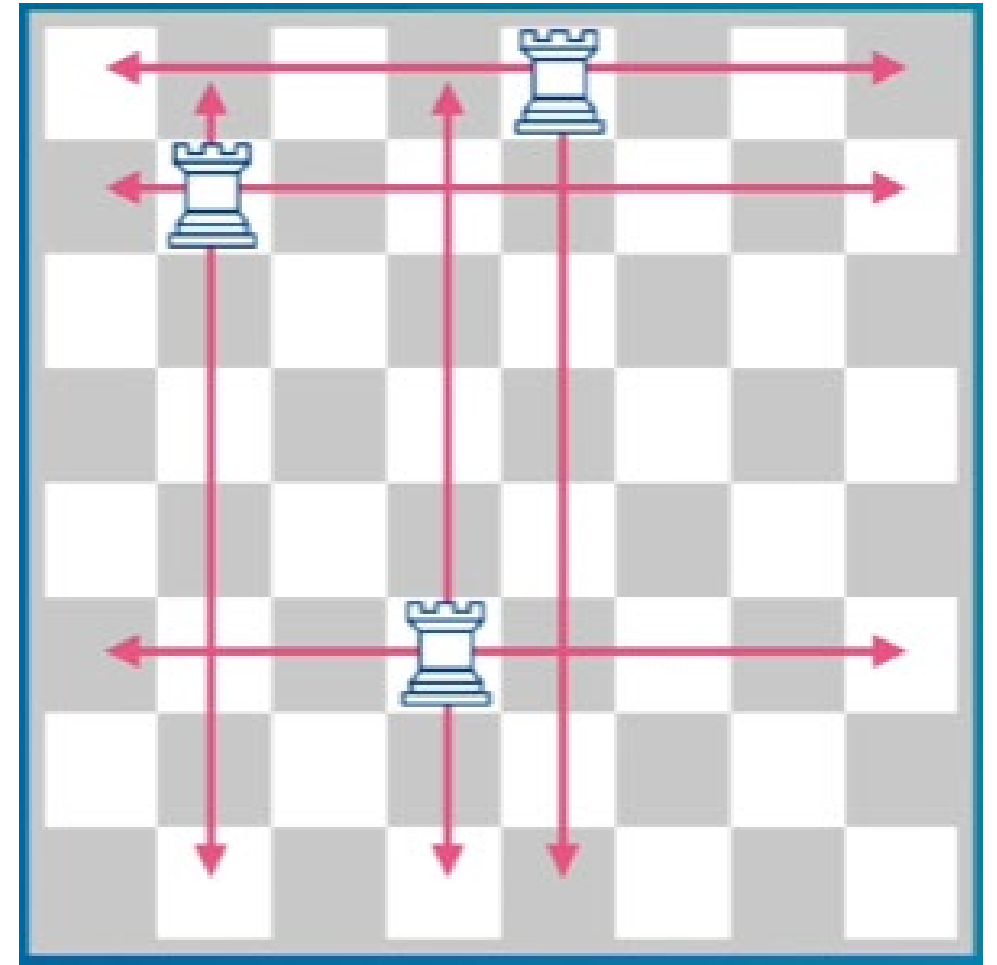
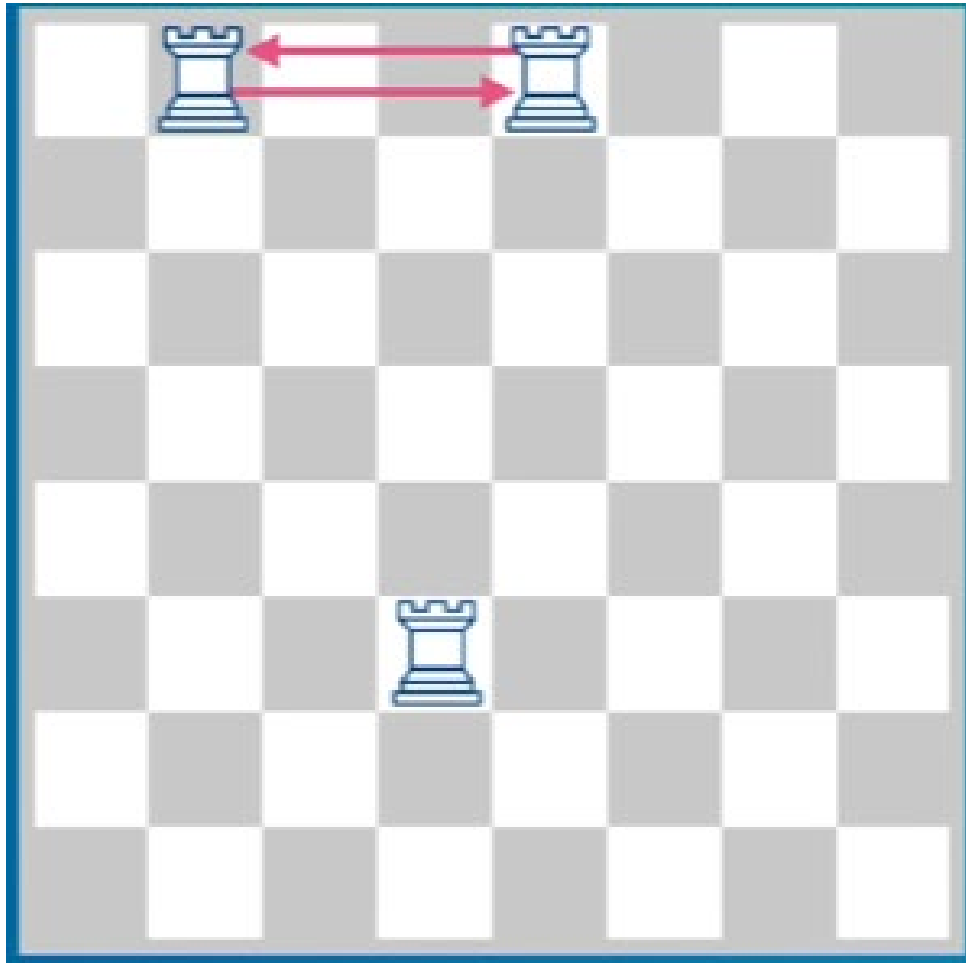
**3D Array**

1	7	9
5	9	3
7	9	9



J	A	G	G	E	D			
A	R	R	A	Y	S			
A	R	E						
C	O	N	F	U	S	I	N	G





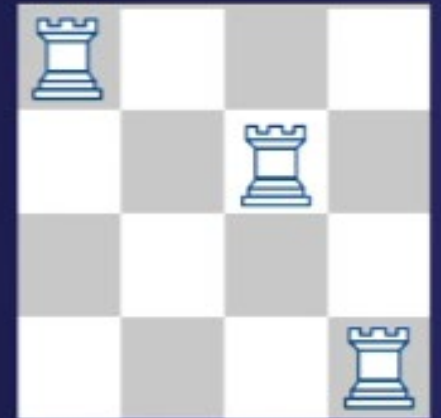
Write a function called **rooks\_are\_safe**

- Input: 2-dimensional array of 0 and 1
- Output: True if the rooks cannot attack each other. Otherwise False.

`input =`

0	1	0	0
0	0	1	0
0	0	0	0
0	0	0	1

`=`



`rooks_are_safe(input) -> True`