Arrays

	5
Qi	What do you mean by an Array?
Ans	Array is a data structure in programming
	that stores a collection of elements of
	the same type in Contracts warms
	locations. It allows you to group
<i>i</i>	related data items together under a
<u>O</u>	single Variable name making it carer
	to access and manipulate the data
25	the property of the state of th
Ans	How to create an Array?
Fils	by declaring a variable of array type
	Le allocating memory to it using 'new'.
	beyond.
	Eg - int Titherenes = 100 1 to To To To
V( 1)	Eg - int [1] truim = new 17 nt [3] trui
03)	Can we change the rise of an agree.
	Can we change the size of an array at run time?
Ans)	we Can't change size of an array after it's constructed. However you can change the number of elements
	it's constructed. However you can change
	the number of elements in an acceptant.
Qh)	
	Can you declare an array without assigning the size of an array?
Ans	the yes we can dealers
TO AND	the yes, we can declare an array without
	size but before using it needs to be initialized.

	A TOPPENA
(%)	What is the default Value of Array?
And	It depends on its data type, each elimint.
	of ar array is assigned a default volue
	o'in Case of int
	false in case of boolean
	null in Case of String
-	and unicade (Jucoco) in case of char.
	wei Andrews without with 1000 une No. 165
<b>Q6)</b>	Selgmans in the years of a si tooks
Ans	One-dimensional array is a collection of
	elements of the same data type.
	89
	int for a = new int [5]; und
	a[0] = 10; a[1] = 20; a[3] = 30; a[4] = 50;
	0
	int [] a = { 10, 20, 30, 40, 90};
	warned for regardinish pain into use that the
Q <del>3</del> )	Write a program of 20 Array?
Ans	the same of the sa
h = '	int 027[][]= {{1,2,34, {2,4,5}, {4,4,5}};
Till arm	for (int i=0; i < 3; i++) &
	for (int i=0; i ×3; i++) {  for (int j=0; j ×3; j++) {
The real	System. out. print (avor[i][j] + "");
	the by the state of the state o
	System.out. Println (); }
	O ,
Outpu	x=>123 1/2 1 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
	4 4 5.