Experiment 6 Array

1. Experimental Purpose

(1) Master the definition, assignment, input and output methods of one-dimensional and two-dimensional arrays.

(2) Master the use of character arrays and string functions.

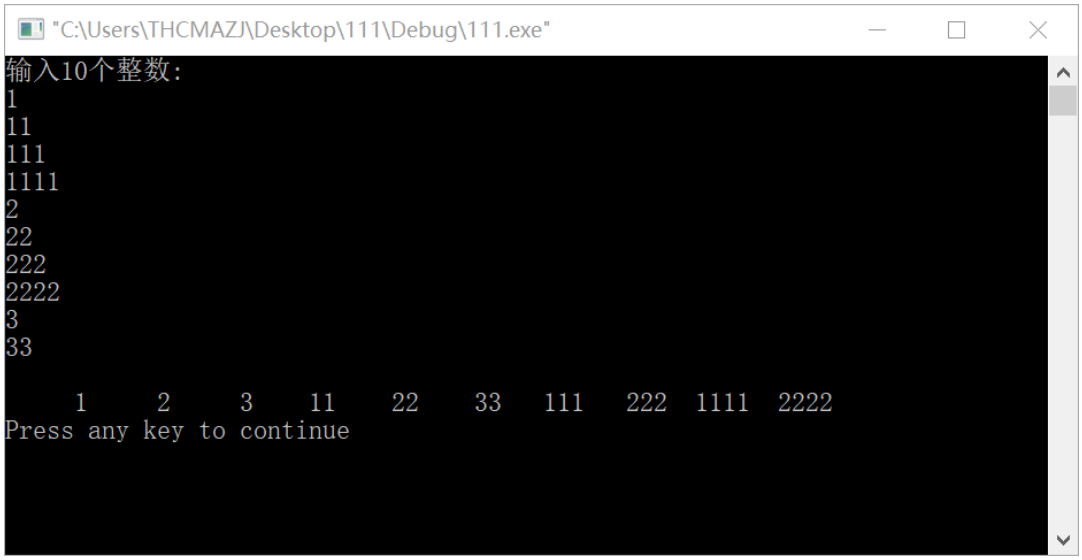
(3) Master algorithms related to arrays (especially sorting algorithms).

2. Experimental Contents

(1) Use selection to sort 10 integers. Ten integers are entered using the scanf function.

Code:

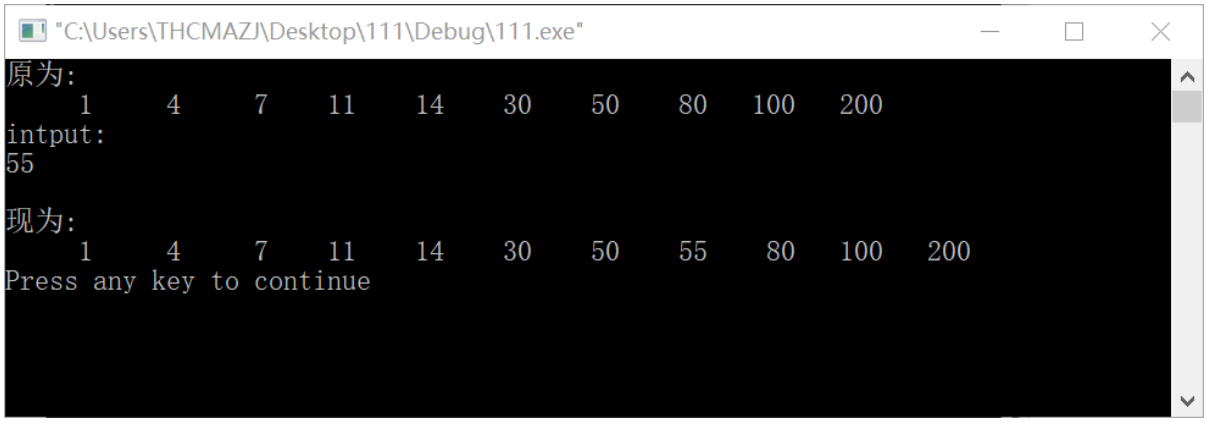
```
#include <stdio.h>
int main()
{
	int i,j,t;
	int s[10];
	printf("Enter 10 integers:\n");
	for (i=0;i<10;i++)
		scanf("%d",&s[i]);
	for (i=0;i<10;i++)
		for (j=0;j<9-i;j++)
			if(s[j]>s[j+1])
			{
				t=s[j];
				s[j]=s[j+1];
				s[j+1]=t;
			}
	printf("\n");
	for (i=0;i<10;i++)
		printf("%6d",s[i]);
	printf("\n");
	return 0;
}
```



(2) There is already an array that has been sorted. After a number has been entered, it is inserted into the array according to the original sorting rules.

Code:

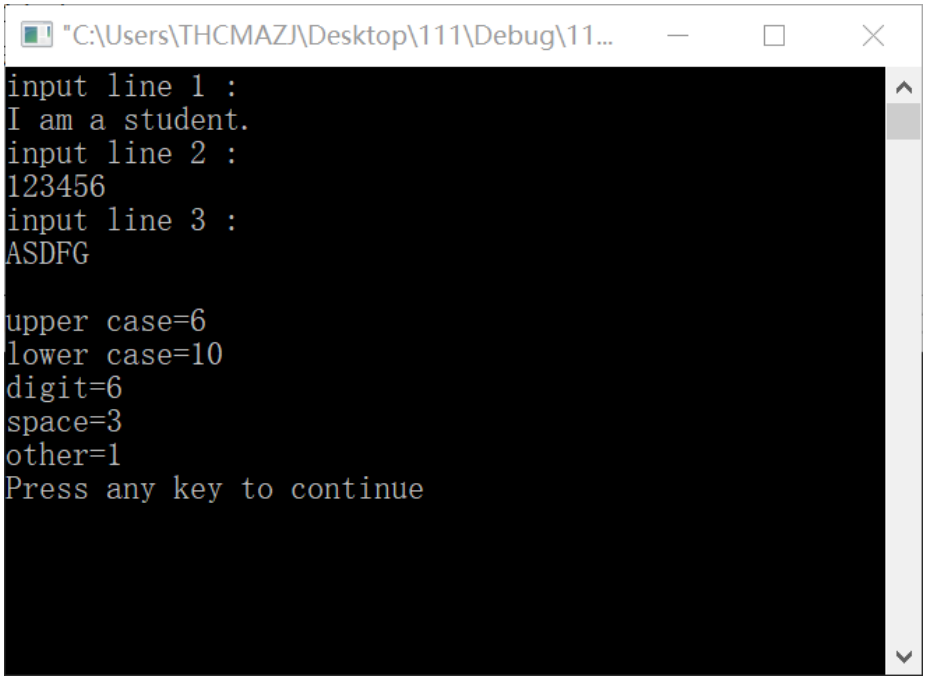
```
#include <stdio.h>
int main()
{
	int n,i,j,t;
	int a[12]={0,1,4,7,11,14,30,50,80,100,200};
	printf("原为:\n");
	for (i=1;i<11;i++)
		printf("%6.d",a[i]);
	printf("\n");
	printf("intput:\n");
	scanf("%d",&n);
	a[11]=n;
		for (i=11;i>1;i--)
			if (a[i]<a[i-1])
			{
				t=a[i];
				a[i]=a[i-1];
				a[i-1]=t;
			}
	printf("\n is now: \n");
	for (i=1;i<=11;i++)
		printf("%6.d",a[i]);
	printf("\n");
	return 0;
}
```



(3)There is an article with three lines of text, each with 80 characters. Requires that the number of English uppercase letters, lowercase letters, numbers, spaces and other characters be counted separately.

Code:

```
#include <stdio.h>
int main()
{
	char a[3][80];
	int i,j,upp,low,dig,spa,oth;
	upp=low=oth=spa=dig=0;
	for (i=0;i<3;i++)
	{
		printf("input line %d :\n",i+1);
		gets(a[i]);
		for(j=0;j<80&&a[i][j]!='\0';j++)
		{
			if(a[i][j]>='A'&&a[i][j]<='Z')
				upp++;
			else if(a[i][j]>='a'&&a[i][j]<='z')
				low++;
			else if(a[i][j]>='0'&&a[i][j]<='9')
				dig++;
			else if(a[i][j]==' ')
				spa++;
			else
				oth++;
		}
	}
	printf("\nupper case=%d\nlower case=%d\ndigit=%d\nspace=%d\nother=%d\n",upp,low,dig,spa,oth);
	return 0;
}
```



(4)Find the saddle point of a two-dimensional array, that is, the element at that location is the largest in the row, the smallest in the column, or there may be no saddle point.

At least two sets of test data should be prepared:

①Two-dimensional arrays have saddle points, for example:

```
   9   80  205   40
  90  -60   96    1
 210   -3  101   89
```

②Two-dimensional arrays have no saddle points, for example:

```
   9   80  205   40
  90  -60  196    1
 210   -3  101   89
  45   54  156    7
```

Use the scanf function to enter values for each element of the array from the keyboard and check that the results are correct. The title does not specify the number of rows and columns in a two-dimensional array. The program should be able to handle arrays of any number of rows and columns. Therefore, in theory, you should prepare many different types of array data with different numbers of rows and columns, but this is too much work and generally you don't need to prepare only typical data.

If you have specified the number of rows and columns in the array, you can initialize the array elements in your program without using the scanf function.

Code:

```
#include <stdio.h>
#define N 4
#define M 5
```

```
int main()
{
	int i,j,k,a[N][M],max,maxj,flag;
	printf("please input matrix:\n");
	for (i=0;i<N;i++)
		for (j=0;j<M;j++)
			scanf("%d",&a[i][j]);
	for (i=0;i<N;i++)
	{
			max=a[i][0];
			maxj=0;
		for (j=0;j<M;j++)
				if(a[i][j]>max)
				{
					max=a[i][j];
					maxj=j;
				}
		flag=1;
		for (k=0;k<N;k++)
			if(max>a[k][maxj])
			{
				flag=0;
				continue;
			}
		if(flag)
		{
			printf("a[%d][%d]=%d\n",i,maxj,max);
			break;
		}
	}
	if(!flag)
		printf("It is not exist!\n");
	return 0;
}
```