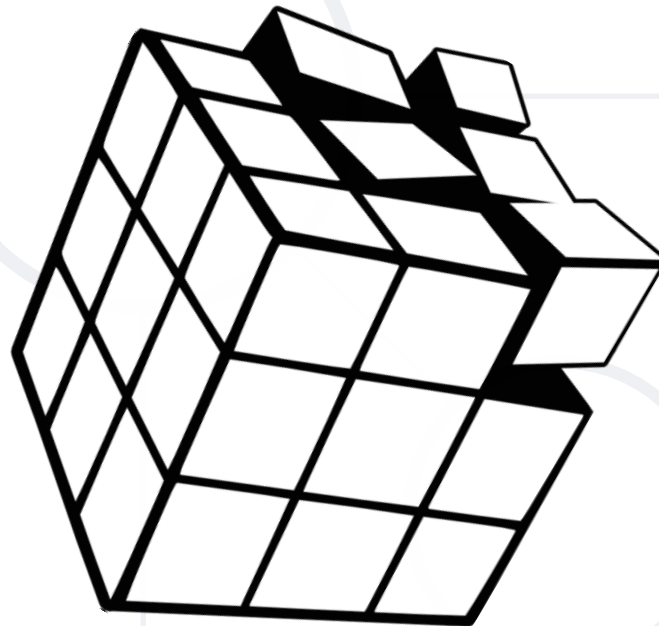


# Multidimensional Arrays

Processing Matrices and Jagged Arrays



SoftUni Team  
Technical Trainers



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Software University

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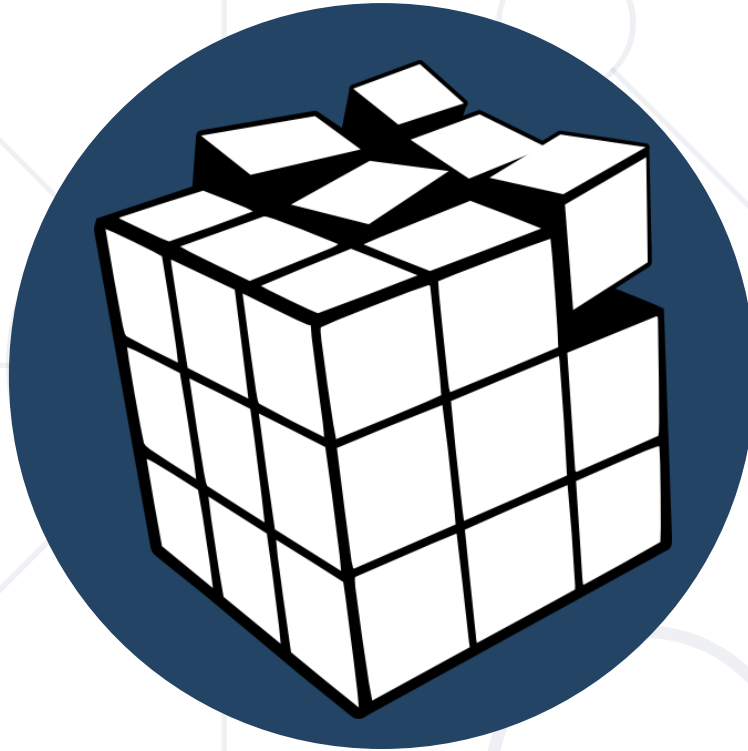
## 1. Multidimensional Arrays

- Creating
- Accessing Elements
- Reading and Printing

## 2. Jagged Arrays (Arrays of Arrays)

- Creating
- Accessing Elements
- Reading and Printing






# Multidimensional Arrays

Definition and Usage

# What is Multidimensional Array?

- Array is a systematic arrangement of **similar objects**
- **Multidimensional arrays** have more than one dimension
  - The most used multidimensional arrays are the **2-dimensional**



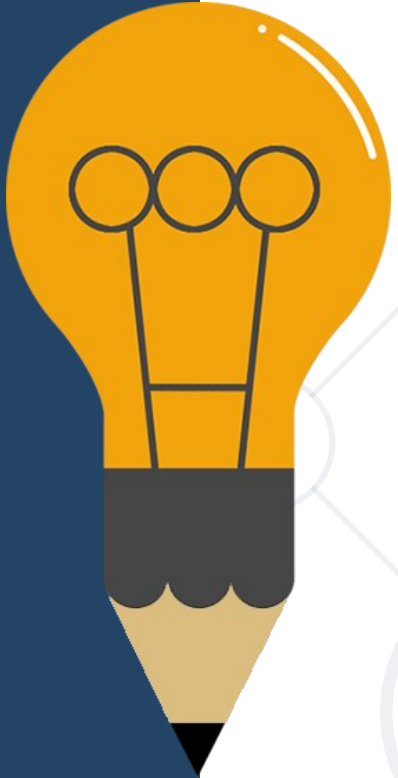
R O W S	COLS					Row Index
	[0][0]	[0][1]	[0][2]	[0][3]	[0][4]	Col Index
	[1][0]	[1][1]	[1][2]	[1][3]	[1][4]	
	[2][0]	[2][1]	[2][2]	[2][3]	[2][4]	

# Creating Multidimensional Arrays

- Creating a multidimensional array
  - Use the **new** keyword
  - Must specify the size of each dimension

```
int[,] intMatrix = new int[3, 4];  
float[,] floatMatrix = new float[8, 2];  
string[, ,] stringCube = new string[5, 5, 5];
```

- This syntax is specific only to C#



- Initializing with values:

```
int[,] matrix = {  
    {1, 2, 3, 4}, // row 0 values  
    {5, 6, 7, 8} // row 1 values  
};
```

- Multidimensional arrays represent a **rows with values**
- The rows represent the first dimension and the columns - the second (**the one inside the first**)

- Accessing **N-dimensional array element**:

```
nDimensionalArray[index1, ... , indexn]
```

- **Getting** element **value**:

```
int[,] array = {{1, 2}, {3, 4}}  
int element11 = array[1, 1]; // element11 = 4
```

- **Setting** element value:

```
int[,] array = new int[3, 4];  
for (int row = 0; row < array.GetLength(0); row++)  
    for (int col = 0; col < array.GetLength(1); col++)  
        array[row, col] = row + col;
```

Returns the length  
of the dimension

# Printing Matrix – Example (1)

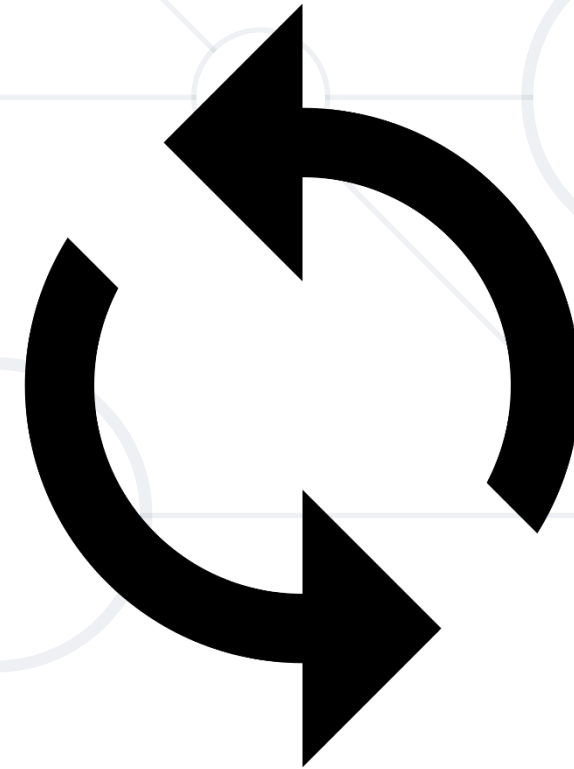
```
int[,] matrix =  
    { { 5, 2, 3, 1 },  
      { 1, 9, 2, 4 },  
      { 9, 8, 6, 11 } };  
for (int row = 0; row < matrix.GetLength(0); row++)  
{  
    for (int col = 0; col < matrix.GetLength(1); col++)  
    {  
        Console.Write("{0} ", matrix[row, col]);  
    }  
  
    Console.WriteLine();  
}
```



# Printing Matrix – Example (2)

- **Foreach** iterates through all elements in the matrix

```
int[,] matrix = {  
    { 5, 2, 3, 1 },  
    { 1, 9, 2, 4 },  
    { 9, 8, 6, 9 }  
};  
  
foreach (int element in matrix)  
{  
    Console.WriteLine(element);  
}
```



# Problem: Sum Matrix Elements

- Read a matrix from the console
- Print the number of rows
- Print the number of columns
- Print the **sum of all numbers** in the matrix

3, 6
7, 1, 3, 3, 2, 1
1, 3, 9, 8, 5, 6
4, 6, 7, 9, 1, 0



3
6
76

3, 4
1, 2, 3, 1
1, 2, 2, 4
2, 2, 2, 2



3
4
24

# Solution: Sum Matrix Elements (1)

```
int[] sizes = Console.ReadLine().Split(", ")
    .Select(int.Parse).ToArray();
int[,] matrix = new int[sizes[0], sizes[1]];
for (int row = 0; row < matrix.GetLength(0); row++)
{
    int[] colElements = Console.ReadLine()
        .Split(", ")
        .Select(int.Parse)
        .ToArray();
    for (int col = 0; col < matrix.GetLength(1); col++)
        matrix[row, col] = colElements[col];
}
```

Gets length of 0th  
dimension (rows)

Gets length of 1st  
dimension (cols)

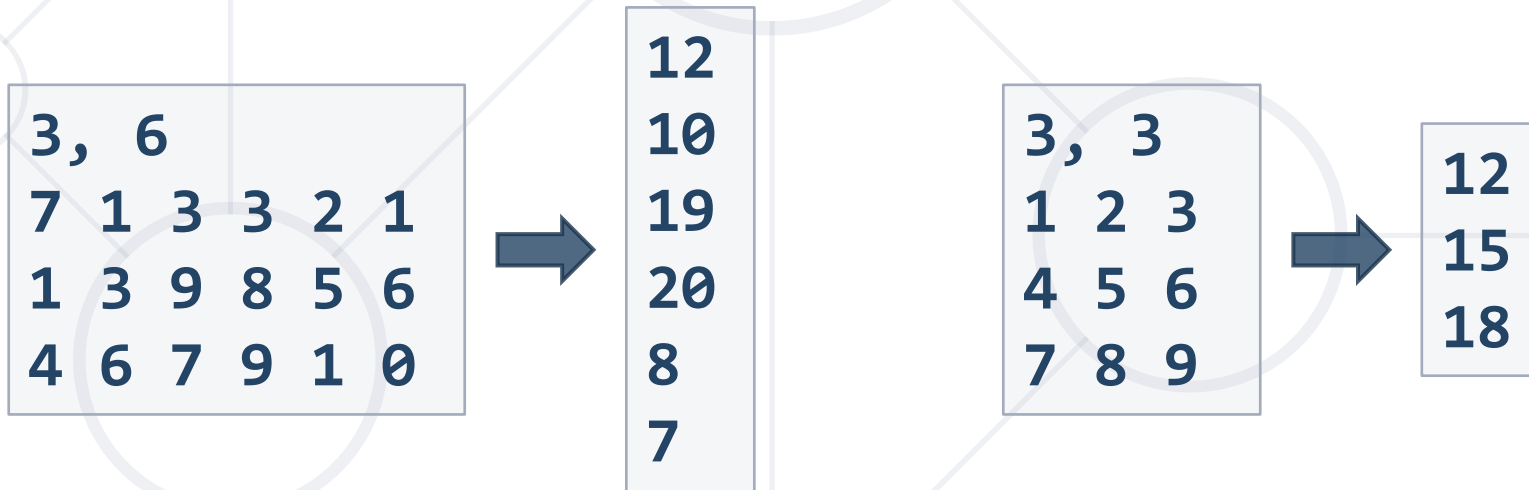
# Solution: Sum Matrix Elements (2)

```
int sum = 0;
for (int row = 0; row < matrix.GetLength(0); row++)
{
    for (int col = 0; col < matrix.GetLength(1); col++)
        sum += matrix[row, col];
}
Console.WriteLine(matrix.GetLength(0));
Console.WriteLine(matrix.GetLength(1));
Console.WriteLine(sum);
```

Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/3174#11>

# Problem: Sum Matrix Columns

- Read matrix sizes
- Read a matrix from the console
- Print the **sum of all numbers** in matrix columns



# Solution: Sum Matrix Columns (1)

```
var sizes = Console.ReadLine().Split(", ")
    .Select(int.Parse).ToArray();
int[,] matrix = new int[sizes[0], sizes[1]];
for (int r = 0; r < matrix.GetLength(0); r++)
{
    var col = Console.ReadLine().Split()
        .Select(int.Parse).ToArray();
    for (int c = 0; c < matrix.GetLength(1); c++)
    {
        matrix[r, c] = col[c];
    }
}
```

# Solution: Sum Matrix Columns (2)

```
for (int c = 0; c < matrix.GetLength(1); c++)
{
    int sum = 0;
    for (int r = 0; r < matrix.GetLength(0); r++)
    {
        sum += matrix[r, c];
    }
    Console.WriteLine(sum);
}
```

Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/3174#12>

# Problem: Square with Maximum Sum

- Find **2x2 square** with max sum in given matrix
  - Read matrix from the console
  - Find **biggest sum** of 2x2 submatrix
  - Print the result like a new matrix

```
int[,] matrix = {  
    {7, 1, 3, 3, 2, 1},  
    {1, 3, 9, 8, 5, 6},  
    {4, 6, 7, 9, 1, 0}  
};
```



```
9 8  
7 9  
33
```

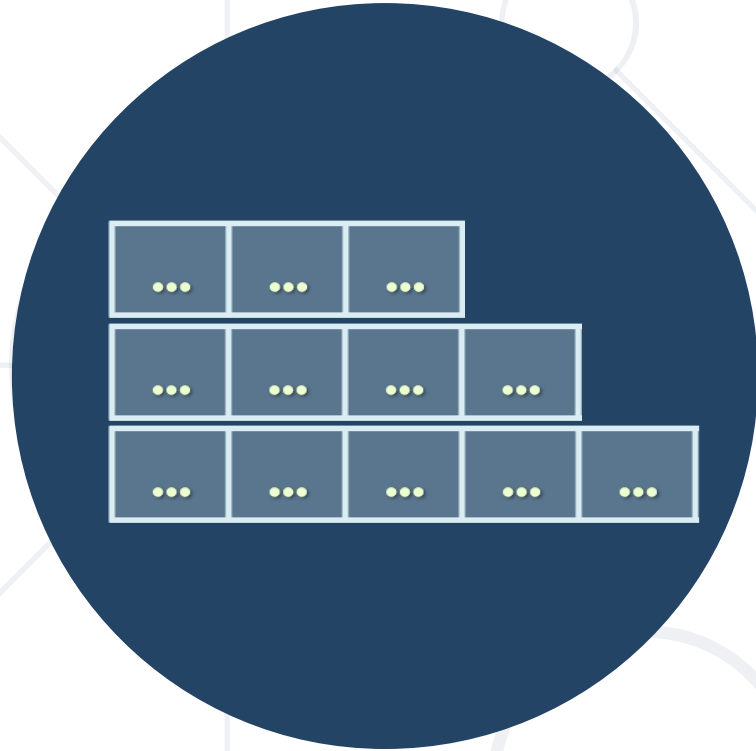


# Solution: Square with Maximum Sum

```
// TODO: Read the input from the console
for (int row = 0; row < matrix.GetLength(0) - 1; row++) {
    for (int col = 0; col < matrix.GetLength(1) - 1; col++) {
        var newSquareSum = matrix[row, col] +
                           matrix[row + 1, col] +
                           matrix[row, col + 1] +
                           matrix[row + 1, col + 1];

        // TODO: Check if the sum is bigger
    }
}

// TODO: Print the square with the max sum
```




# Jagged Arrays

Definition and Usage

# What is Jagged Array

- **Jagged arrays** are multidimensional arrays
  - But each dimension has different size
  - A jagged array is an **array of arrays**
  - Each of the arrays has **different length**



```
int[][] jagged = new int[3][];  
jagged[0] = new int[3];  
jagged[1] = new int[2];
```

- **Accessing element**

```
int element = jagged[0][0];
```

Col Index

Row Index

# Filling a Jagged Array

```
int[][] jagged = new int[5][];  
for (int row = 0; row < jagged.Length; row++)  
{  
    string[] inputNumbers = Console.ReadLine().Split(' ');  
    jagged[row] = new int[inputNumbers.Length];  
    for (int col = 0; col < jagged[row].Length; col++)  
    {  
        jagged[row][col] = int.Parse(inputNumbers[col]);  
    }  
}
```

# Printing a Jagged Array – Example

## ■ For loop

Implement custom method

```
int[][] matrix = ReadMatrix();  
for (int row = 0; row < matrix.Length; row++)  
    for (int col = 0; col < matrix[row].Length; col++)  
        Console.Write("{0} ", matrix[row][col]);  
Console.WriteLine();
```

## ■ Foreach loop

```
int[][] matrix = ReadMatrix();  
foreach (int[] row in matrix)  
{  
    Console.WriteLine(string.Join(" ", row));  
}
```

# Problem: Jagged-Array Modification

- On the first line you will get count of rows: **n**
- Next **n** lines hold the elements for each row
- Until you receive "**END**", read commands
  - Add **{row} {col} {value}**
  - Subtract **{row} {col} {value}**
- If the coordinates are invalid print "**Invalid coordinates**"
- When you receive "**END**" you should print the jagged array

```
3
1 2 3
4 5 6
7 8 9
Add 0 0 5
Subtract 1 1 2
END
```

# Solution: Jagged-Array Modification (1)


```
int rowSize = int.Parse(Console.ReadLine());
int[][] matrix = new int[rowSize][];

for (int r = 0; r < rowSize; r++)
{
    int[] col = Console.ReadLine()
                    .Split()
                    .Select(int.Parse)
                    .ToArray();

    matrix[r] = col;
}
// continues on the next slide
```

# Solution: Jagged-Array Modification (2)

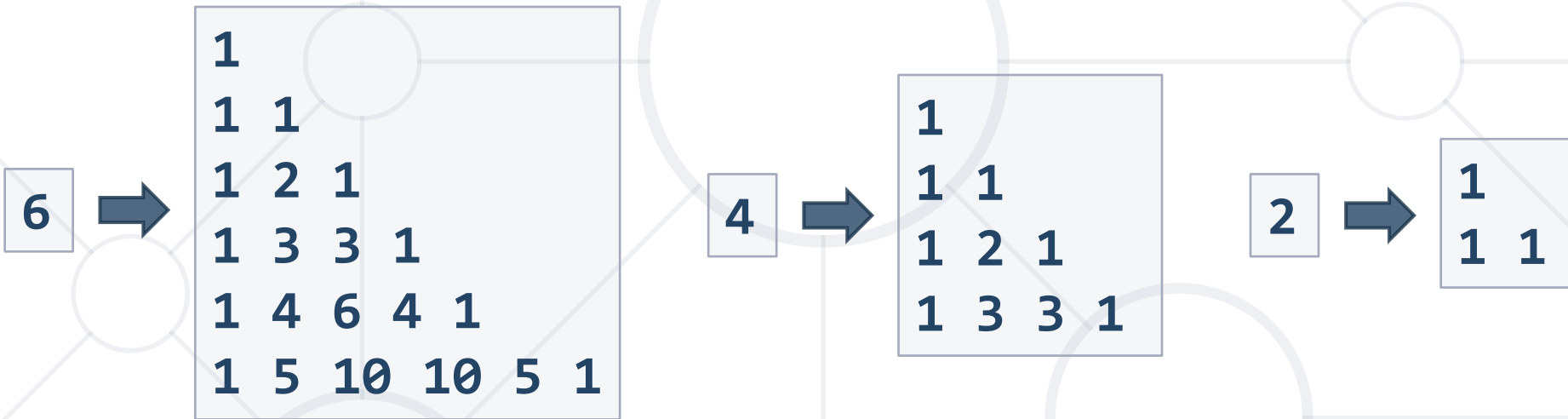
```
string line;
while ((line = Console.ReadLine()) != "END") {
    string[] tokens = line.Split();
    string command = tokens[0];
    int row = int.Parse(tokens[1]);
    int col = int.Parse(tokens[2]);
    int value = int.Parse(tokens[3]);
    if (row < 0 || row >= matrix.Length || ... )
        { Console.WriteLine("Invalid coordinates"); }
    else
        { // TODO: Execute the command }
}
// TODO: Print the matrix
```

 Check the col



# Problem: Pascal Triangle

- Write a program, which prints on the console a Pascal Triangle



# Solution: Pascal Triangle (1)

```
int height = int.Parse(Console.ReadLine());
long[][] triangle = new long[height][];
int currentWidth = 1;
for (long row = 0; row < height; row++)
{
    triangle[row] = new long[currentWidth];
    long[] currentRow = triangle[row];
    currentRow[0] = 1;
    currentRow[currentRow.Length - 1] = 1;
    currentWidth++;
    // TODO: Fill elements for each row (next slide)
}
```

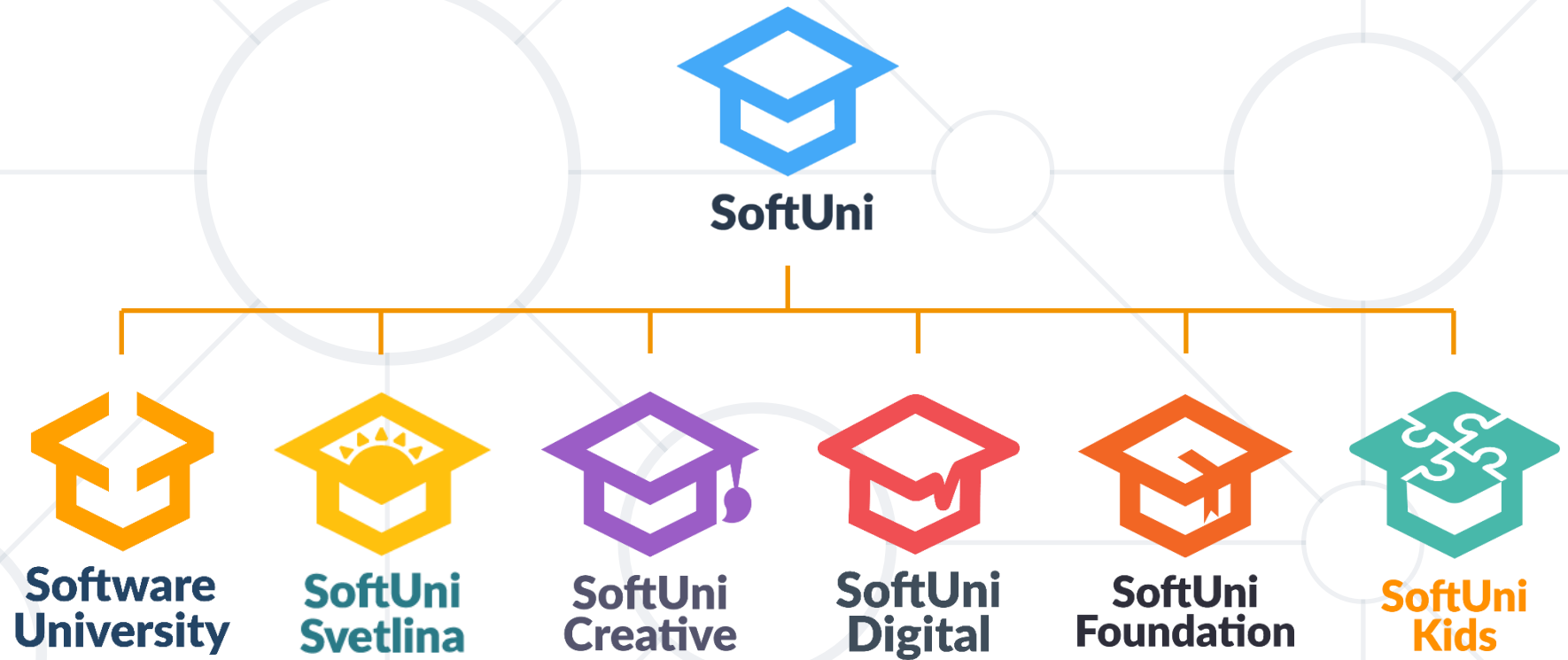
# Solution: Pascal Triangle (2)

```
if (currentRow.Length > 2)
{
    for (int i = 1; i < currentRow.Length - 1; i++)
    {
        long[] previousRow = triangle[row - 1];
        long prevoiousRowSum = previousRow[i] + previousRow[i - 1];
        currentRow[i] = prevoiousRowSum;
    }
}
// TODO: Print triangle
foreach (long[] row in triangle)
    Console.WriteLine(string.Join(" ", row));
```

Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/3174#17>

- **Multidimensional arrays**
  - Have **more than one** dimension
  - Two-dimensional arrays are like tables with **rows** and **columns**
- **Jagged arrays**
  - Arrays of arrays
  - Each **element** is an array **itself**

# Questions?



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