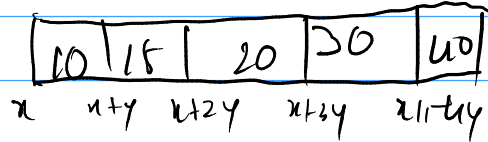


# Array

arr = [10, 15, 20, 30, 40]

→ Contiguous Memory



Advantages:

- 1) Random access
- 2) cache friendly

Types of array (based on size)

→ Fixed size Arrays

→ Dynamic size Arrays

Fixed size Array

`int arr[100]` ] stack allocated →  
`int arr[n]`  
`int *arr = new int[n]` ] Heap allocated →  
`int arr[] = {10, 15, 30, 40}` ] stack allocated →

Dynamic size Arrays

Resize automatically

c++ : Vector

Java : ArrayList

python : list

# Operations on Arrays

## → Search (Unsorted Array)

I/p : arr[] = {20, 5, 7, 25}  
n = 5

O/p : 1

I/p : arr[] = {20, 5, 7, 25}

O/p : -1

```
int search(int arr[], int n, int x)
{
    for (int i = 0; i < n; i++)
        if (arr[i] == x)
            return i;
    return -1;
}
```

## → Insert

I/p : arr[] = {5, 10, 20, —, —}  
x = 7  
pos = 2

O/p : arr[] = {5, 7, 10, 20, —}

I/p : arr[] = {5, 7, 10, 20, —}  
x = 3  
pos = 2

O/p : arr[] = {5, 3, 7, 10, 20}

```
Algo
int insert(int arr[], int n, int x, int cap, int pos)
{
    if (n == cap)
        return n;
    int idx = pos - 1;
    for (int i = n; i >= idx; i--)
        arr[i+1] = arr[i];
    arr[idx] = x;
    return (n+1);
}
```

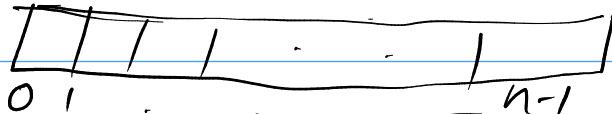
Time complexity:  $O(n)$

Insert at the End:  $O(1)$

Insert at the Beginning  $O(n)$

## Insert at the End for Dynamic Sized Array

Initial capacity



Time complexity of every insert =  $O(1)$   
for first  $n$  inserts:

$$\text{Average time complexity for } n+1 = \frac{O(1) + O(1) + \dots + O(1) + O(n)}{n+1} = O(1)$$

## Delete:

i/p arr[] = {3, 8, 12, 5, 6}  
n = 12

o/p arr[] = {3, 5, 6, -}

```
int delete(int arr[],  
           int size, int x)
```

```
{  
    for (int i = 0; i < size; i++)
```

```
    { if (arr[i] == x)
```

```
        { for (int j = i+1; j < size; j++)  
            arr[j] = arr[j+1];
```

```
        size = size - 1;
```

```
        break; }
```

```
    return size;
```

```
}
```

Note:

Insert :  $O(n)$

Search :  $O(n)$  for unsorted  
 $O(\log n)$  for sorted

Delete :  $O(n)$

Get  $i$ th Element :  $O(1)$

update  $i$ th Element :  $O(1)$

Insert at the end and delete from the end can be done in  $O(1)$  time

Arrays are cache friendly  
why because of "contiguous memory"

Prob 1 Largest Element in an Array

I/p :  $arr[] = \{10, 5, 2, 8\}$

O/p : 2

I/p :  $arr[] = \{40, 8, 50, 100\}$

O/p : 3

my solution:

```
int largest_element(int arr[], int size)
```

```
{
```

```
    int pos = 0;
```

```
    for(int i = 0; i < size; i++)
```

```
    { if(arr[i] > arr[pos])
```

```
        pos = i;
```

```
    }
```

```
    return pos;
```

```
}
```

$O(n)$ : Time  
 $O(1)$ : space

Naive approach

→ check each element with other elements  
code:

```
int getLargest (int arr[], int n)
{
    for (int i = 0; i < n; i++)
    {
        bool flag = true;
        for (int j = 0; j < n; j++)
        {
            if (arr[i] > arr[j])
            {
                flag = false;
                break;
            }
        }
        if (flag == true)
            return i;
    }
    return -1;
}
```

$O(n^2)$

Prob 2

Second Largest Element

I/p : arr[] = {10, 5, 8, 20}

O/p : 0 // Index of 10

I/p : arr[] = {20, 10, 20, 8, 12}

O/p : 4

I/p : arr[] = {10, 10, 10}

O/p : -1 // no second largest

Solution: (Naive)

- 1) Find maximum first
- 2) again traverse find second

```
int second-largest(int arr[], int size)
{
    int pos = 0;
    for (int i = 0; i < size; i++)
    {
        if (arr[i] > arr[pos])
            pos = i;
    }
    int flpos = pos;
    pos = 0;
    bool flag = false;
    for (int i = 1; i < size; i++)
    {
        if (arr[i] > arr[pos] && arr[flpos] != arr[i])
            pos = i;
        flag = true;
    }
    if (flag) return pos;
    else return 0;
}
```

### efficient solution

```
int slpos = -1, flpos = 0;
for (int i = 0; i < size; i++)
{
    if (arr[i] > arr[flpos])
    {
        slpos = flpos;
        flpos = i;
    }
}
```

```

else if (arr[i] < arr[flpos])
{
    if (slpos == -1 || arr[i] > arr[slpos])
        slpos = i;
}
return slpos;
}

```

$O(n)$  : one traversal  
 $O(1)$  space complexity

Prob move zero to end.

I/p arr[] = {8, 5, 0, 10, 0, 20}  
 O/p arr[] = {8, 5, 10, 20, 0, 0}

naive solution

- ① first find zero element
- ② then search for next non zero element and swap that zero and non zero element

Time complexity  $O(n^2)$  -  
 Space complexity  $O(1)$  - constant time

Source code

```

for (int i = 0; i < size; i++)
{
    int j = 0;
    //
}

```

```

    if (arr[i] == 0)
    {
        for (j = i + 1; j < size; ++j)
        {
            if (arr[j] != 0) break;
        }

        Swap(arr[i], arr[j]);
    }

```

efficient solution:

```

void MoveZeroToEnd(int arr[], int size)
{
    int NZcount = 0;
    for (int i = 0; i < size; ++i)
    {
        if (arr[i] != 0)
        {
            Swap(arr[i], arr[NZcount]);
            NZcount++;
        }
    }
}

```

Algorithm.

Here we need to keep track of no. of zero elements we first zero. we need to swap current non-zero element with first zero.



## Problem

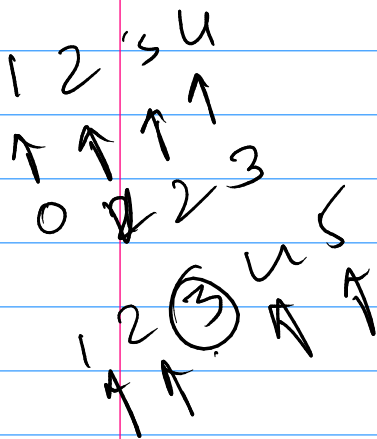
Reverse an array

Algorithm:

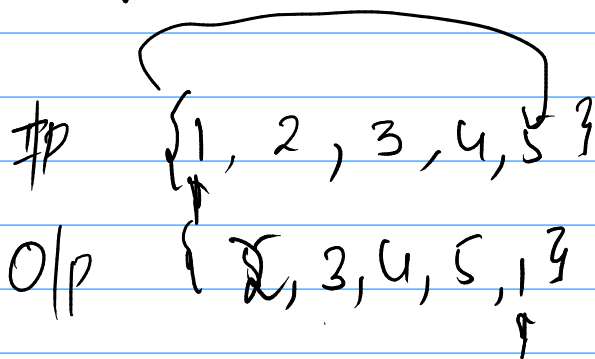
- 1) Take 2 pointers one at beginning and one at the end
- 2) Now swap and increment beginning point and decrement the end point.

code:

```
void reverse (int arr[], int size)
{
    int i = 0, j = size - 1;
    while (i < j)
    {
        swap(arr[i++], arr[j--]);
    }
}
```



Prob Left Rotate an Array by one.



Algo : void LRAO(int arr[], int size)

```
{
    int temp = arr[0];
    for(int i = 1; i < size; ++i)
    {
        swap(arr[i-1], arr[i]);
    }
    arr[size-1] = temp;
}
```