## Chapter 8 Multidimensional Arrays



#### Motivations

Thus far, you have used one-dimensional arrays to model linear collections of elements. You can use a two-dimensional array to represent a matrix or a table. For example, the following table that describes the distances between the cities can be represented using a two-dimensional array.

#### Distance Table (in miles)

	Chicago	Boston	New York	Atlanta	Miami	Dallas	Houston
Chicago	0	983	787	714	1375	967	1087
Boston	983	0	214	1102	1763	1723	1842
New York	787	214	0	888	1549	1548	1627
Atlanta	714	1102	888	0	661	781	810
Miami	1375	1763	1549	661	0	1426	1187
Dallas	967	1723	1548	781	1426	0	239
Houston	1087	1842	1627	810	1187	239	0



#### Motivations

```
double[][] distances = {
     {0, 983, 787, 714, 1375, 967, 1087},
     {983, 0, 214, 1102, 1763, 1723, 1842},
     {787, 214, 0, 888, 1549, 1548, 1627},
     {714, 1102, 888, 0, 661, 781, 810},
     {1375, 1763, 1549, 661, 0, 1426, 1187},
     {967, 1723, 1548, 781, 1426, 0, 239},
     {1087, 1842, 1627, 810, 1187, 239, 0},
};
```

# Objectives

- □ To give examples of representing data using two-dimensional arrays (§8.1).
- □ To declare variables for two-dimensional arrays, create arrays, and access array elements in a two-dimensional array using row and column indexes (§8.2).
- □ To program common operations for two-dimensional arrays (displaying arrays, summing all elements, finding the minimum and maximum elements, and random shuffling) (§8.3).
- $\Box$  To pass two-dimensional arrays to methods (§8.4).
- □ To write a program for grading multiple-choice questions using two-dimensional arrays (§8.5).
- □ To solve the closest-pair problem using two-dimensional arrays (§8.6)
- □ To check a Sudoku solution using two-dimensional arrays (§8.7).
- $\Box$  To use multidimensional arrays (§8.8).

#### Declare/Create Two-dimensional Arrays

```
// Declare array ref var
dataType[][] refVar;
// Create array and assign its reference to variable
refVar = new dataType[10][10];
// Combine declaration and creation in one statement
dataType[][] refVar = new dataType[10][10];
// Alternative syntax
dataType refVar[][] = new dataType[10][10];
```

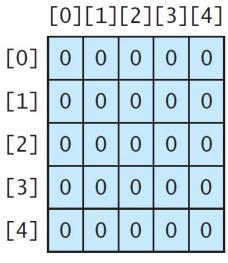
# Declaring Variables of Twodimensional Arrays and Creating Two-dimensional Arrays

```
int[][] matrix = new int[10][10];
or
int matrix[][] = new int[10][10];
matrix[0][0] = 3;

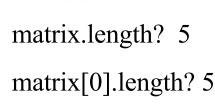
for (int i = 0; i < matrix.length; i++)
   for (int j = 0; j < matrix[i].length; j++)
      matrix[i][j] = (int) (Math.random() * 1000);

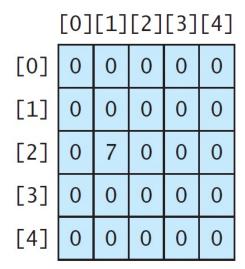
double[][] x;</pre>
```

### Two-dimensional Array Illustration



(a)





$$matrix[2][1] = 7;$$

```
[0][1][2]
[0] 1 2 3
[1] 4 5 6
[2] 7 8 9
[3] 10 11 12
int[][] arra
```

```
int[][] array = {
     {1, 2, 3},
     {4, 5, 6},
     {7, 8, 9},
     {10, 11, 12}
};
(c)
```

array.length? 4 array[0].length? 3

# Declaring, Creating, and Initializing Using Shorthand Notations

You can also use an array initializer to declare, create and initialize a two-dimensional array. For example,

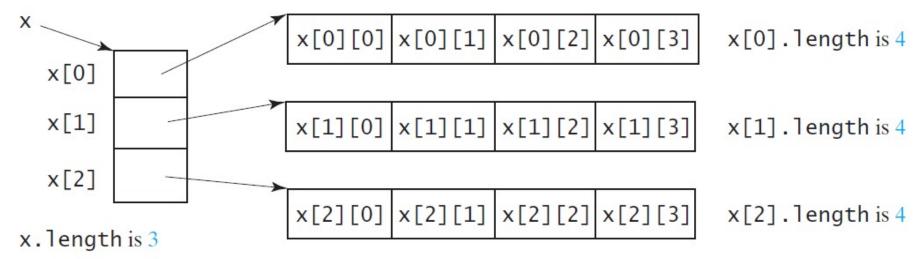
```
int[][] array = {
    {1, 2, 3},
    {4, 5, 6},
    {7, 8, 9},
    {10, 11, 12}
};
```

Same as

```
int[][] array = new int[4][3];
array[0][0] = 1; array[0][1] = 2; array[0][2] = 3;
array[1][0] = 4; array[1][1] = 5; array[1][2] = 6;
array[2][0] = 7; array[2][1] = 8; array[2][2] = 9;
array[3][0] = 10; array[3][1] = 11; array[3][2] = 12;
```

# Lengths of Two-dimensional Arrays

int[][] x = new int[3][4];





# Lengths of Two-dimensional Arrays, cont.

```
int[][] array = {
    {1, 2, 3},
    {4, 5, 6},
    {7, 8, 9},
    {10, 11, 12}
};
```

```
array.length
array[0].length
array[1].length
array[2].length
array[3].length
```

array[4].length ArrayIndexOutOfBoundsException

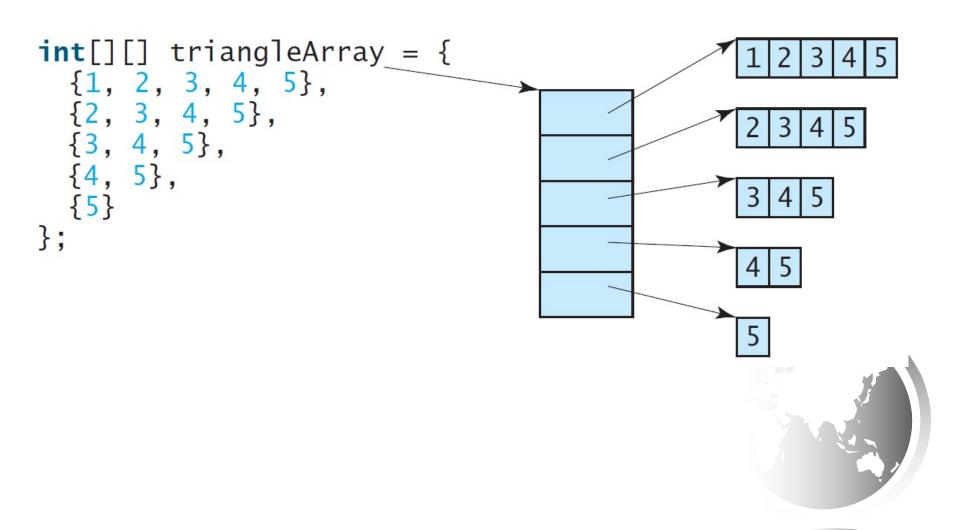
# Ragged Arrays

Each row in a two-dimensional array is itself an array. So, the rows can have different lengths. Such an array is known as *a ragged array*. For example,

```
int[][] matrix = {
    {1, 2, 3, 4, 5},
    {2, 3, 4, 5},
    {3, 4, 5},
    {4, 5},
    {5}
```

matrix.length is 5 matrix[0].length is 5 matrix[1].length is 4 matrix[2].length is 3 matrix[3].length is 2 matrix[4].length is 1

# Ragged Arrays, cont.



# Processing Two-Dimensional Arrays

See the examples in the text.

- 1. (Initializing arrays with input values)
- 2. (Printing arrays)
- 3. (Summing all elements)
- 4. (Summing all elements by column)
- 5. (Which row has the largest sum)
- 6. (Finding the smallest index of the largest element)
- 7. (Random shuffling)

# Initializing arrays with input values

```
java.util.Scanner input = new Scanner(System.in);
System.out.println("Enter " + matrix.length + " rows and " +
    matrix[0].length + " columns: ");
for (int row = 0; row < matrix.length; row++) {
    for (int column = 0; column < matrix[row].length; column++) {
        matrix[row][column] = input.nextInt();
    }
}</pre>
```

#### Initializing arrays with random values

```
for (int row = 0; row < matrix.length; row++) {
  for (int column = 0; column < matrix[row].length; column++) {
    matrix[row][column] = (int)(Math.random() * 100);
  }
}</pre>
```



# Printing arrays

```
for (int row = 0; row < matrix.length; row++) {
  for (int column = 0; column < matrix[row].length; column++) {
    System.out.print(matrix[row][column] + " ");
  }
  System.out.println();
}</pre>
```



# Summing all elements

```
int total = 0;
for (int row = 0; row < matrix.length; row++) {
  for (int column = 0; column < matrix[row].length; column++) {
    total += matrix[row][column];
  }
}</pre>
```

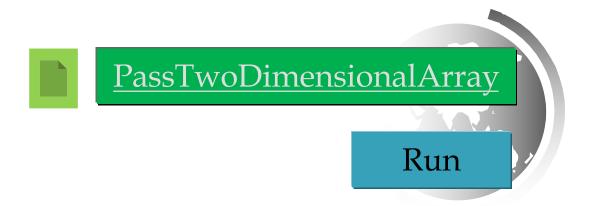


# Summing elements by column

# Random shuffling

```
for (int i = 0; i < matrix.length; i++) {
 for (int j = 0; j < matrix[i].length; j++) {
  int i1 = (int)(Math.random() * matrix.length);
  int j1 = (int)(Math.random() * matrix[i].length);
  // Swap matrix[i][j] with matrix[i1][j1]
  int temp = matrix[i][j];
  matrix[i][j] = matrix[i1][j1];
  matrix[i1][i1] = temp;
```

# Passing Tow-Dimensional Arrays to Methods



# Problem: Grading Multiple-Choice Test

#### Students' answer

		0	1	2	3	4	5	6	7	8	9
Student	0	Α	В	Α	C	C	D	Ε	Ε	Α	D
Student	1	D	В	Α	В	C	Α	Ε	E	Α	D
Student	2	Е	D	D	Α	C	В	Ε	Ε	Α	D
Student	3	C	В	Α	E	D	C	E	Ε	Α	D
Student	4	Α	В	D	C	C	D	Ε	E	Α	D
Student	5	В	В	E	C	C	D	E	Ε	Α	D
Student	6	В	В	Α	C	C	D	E	Ε	Α	D
Student	7	Е	В	Е	C	C	D	E	E	Α	D

Objective: write a program that grades multiple-choice test.

Key to the Questions:

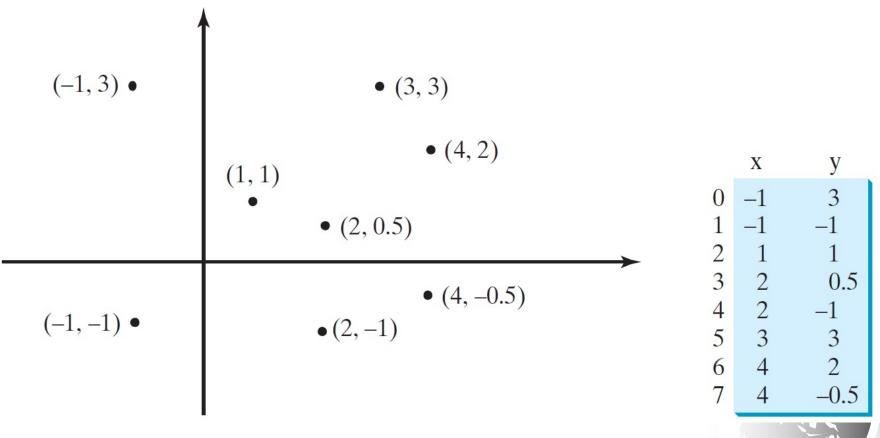
0 1 2 3 4 5 6 7 8 9

Key D B D C C D A E A D



Run

# Problem: Finding Two Points Nearest to Each Other





Run

#### What is Sudoku?

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



#### Every row contains the numbers 1 to 9

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

5	3	1	6	7	Q	0	1	<u> </u>	
		4	U	/	O	<u> </u>	1	<u> </u>	
 6	7	2	1	9	5	3	4	8	
	′			_					
1	9	8	3	<del>-4</del>	2	<u>5</u>	6	7	
	_		_				Ŭ	<u>′</u>	
 8	5	0	7	6	1	4	2	3	
0			/	0	1		<u> </u>		
4	2	6	8	5	3	7	0	1	
+	<u> </u>	<del>U</del>	O	J	3	/	9	1	
	-			_	á	-0			
/	1	<mark>3</mark>	9	2	4	8	<u>5</u>	6	
<u></u>	6	1		2	7		Q	4	
9	b	1	J	3	/	<u></u>	<mark>ŏ</mark>	4	
7	8	7	1	1	9	6	2	5	
<u></u>	O	/	4	1	ソ	<u>6</u>	3	J	ł
2	1		2	8	6	1	7	9	
<u>)</u>	4	J	<u> </u>	0	0	1	/	9	

#### Every column contains the numbers 1 to 9

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

	5	3	4	6	7	8	9	1	2
6	5	7	2	1	9	5	3	<mark>4</mark> !	8
	<u>'</u>	9	8	.3	4	<mark>2</mark>	<u>,5</u>	6	7
8	3	5	9	7	6	1	4	2	3
2	1	2	6	8	<mark>5</mark>	3	7	9	1
7	7	<u></u>	3	9	2	4	8	5	6
9	<mark>)</mark>	6	1	.5	<mark>3</mark>	7	<mark>.2</mark>	8	4
2	?	8	7	4	1	9	<u>6</u>	3	5
-	3	4	<u>5</u>	2	8	<u>6</u>	1	7	9

#### Every 3×3 box contains the numbers 1 to 9

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6							
			4	1	9			5
	·			8		·	7	9

5	3	4	<u>6</u>	7	8	9	1	2
6	7	2	1	9	5	<u>3</u>	4	8
1	9	8	3	4	2	<u>5</u>	6	7
8	<u>5</u>	9	7	6	1	4	2	3
4	2	<u>6</u>	8	<u>5</u>	3	7	9	1
7	1	3	9	2	4	8	<u>5</u>	6
9	6	1	5	3	7	2	8	4
2	8	7	4	1	9	<u>6</u>	3	5
3	4	<u>5</u>	2	8	<u>6</u>	1	7	9

#### Checking Whether a Solution Is Correct

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

5	3	<mark>4</mark>	<u>6</u>	7	<mark>8</mark>	<mark>9</mark>	1	<u>2</u>
6	7	<u>2</u>	1	9	5	<u>3</u>	4	8
1	9	8	3	4	2	<u>5</u>	6	7
8	<u>5</u>	<mark>9</mark>	7	6	1	<mark>4</mark>	2	3
4	2	<u>6</u>	8	<u>5</u>	3	7	9	1
7	1	<u>3</u>	9	2	4	8	<u>5</u>	6
9	6	1	<u>5</u>	<u>3</u>	7	<mark>2</mark>	8	4
2	8	7	4	1	9	<u>6</u>	3	5
<u>3</u>	4	<u>5</u>	2	8	<u>6</u>	1	7	9



**CheckSudokuSolution** 

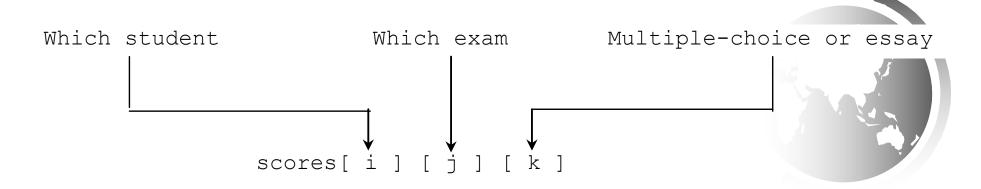
Run

### Multidimensional Arrays

Occasionally, you will need to represent n-dimensional data structures. In Java, you can create n-dimensional arrays for any integer n.

The way to declare two-dimensional array variables and create two-dimensional arrays can be generalized to declare n-dimensional array variables and create n-dimensional arrays for n >= 3.

### Multidimensional Arrays



#### Problem: Calculating Total Scores

Objective: write a program that calculates the total score for students in a class. Suppose the scores are stored in a three-dimensional array named <u>scores</u>. The first index in <u>scores</u> refers to a student, the second refers to an exam, and the third refers to the part of the exam. Suppose there are 7 students, 5 exams, and each exam has two parts—the multiple-choice part and the programming part. So, <u>scores[i][j][0]</u> represents the score on the multiple-choice part for the <u>i</u>'s student on the <u>j</u>'s exam. Your program displays the total score for each student.



<u>TotalScore</u>

Run

#### Problem: Weather Information

Suppose a meteorology station records the temperature and humidity at each hour of every day and stores the data for the past ten days in a text file named weather.txt. Each line of the file consists of four numbers that indicate the day, hour, temperature, and humidity. Your task is to write a program that calculates the average daily temperature and humidity for the 10 days.

```
1 1 76.4 0.92
1 2 77.7 0.93
...
10 23 97.7 0.71
10 24 98.7 0.74
```

```
10 24 98.7 0.74
1 2 77.7 0.93
...
10 23 97.7 0.71
1 1 76.4 0.92
```



#### Problem: Guessing Birthday

Listing 4.3, GuessBirthday.java, gives a program that guesses a birthday. The program can be simplified by storing the numbers in five sets in a three-dimensional array, and it prompts the user for the answers using a loop.



GuessBirthdayUsingArray

