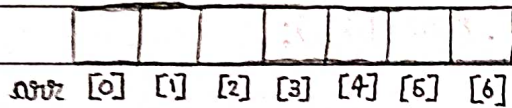




# Arrays

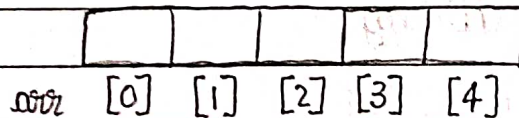
- Array: set of pairs (a value and an index)
- An Array is a finite collection of similar elements stored in adjacent memory location.
- Array is represented in memory as consecutive memory blocks.



## Implementation of Array

Declaration: `type arr name [size]`

Example: `int arr [5]`



$arr[0] = \text{Base address (Random address assigned to arr)}$

$arr[k] = \text{Base address} + k * \text{size of (int)}$

## Implementation of Array

```
#include <stdio.h>
```

```
int main () {
```

```
    int arr[5];
```

```
    int i;
```

```
    for (i=0; i<5; i++) {
```

```
        scanf("%d", &arr[i]);
```

```
    }
```

```
    for (i=0; i<5; i++) {
```

```
        printf("%d", arr[i]);
```

```
    }
```

```
    return 0;
```

```
}
```

## Address of Array

```
for (i=0; i<5; i++) {
```

```
    printf("%p\n", &arr[i]);
```

```
}
```

## # Two-Dimensional Arrays

- A 2-dimensional array is a collection of elements placed in 'm' rows and 'n' columns.
- Two dimensional arrays are used for representing table and matrices.

### Declaration

type arr\_name [row size] [col size]

for example :

int arr[3][5]

Type - int

Name - arr

3 rows and 5 columns

### Initialization

Directly Initialize while declaring

- int arr[2][3] = { 1, 5, 3, 8, 7, 4 }
- arr[0][2] = 9

Use braces to separate :

```
int arr[2][3] = {
    { 1, 5, 3 },
    { 8, 7, 4 },
}
```



```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
int main () {
```

```
    int arr[2][3];
```

```
    int i, j;
```

```
    int counter = 1;
```

```
    for (i=0; i<2; i++) {
```

```
        for (j=0; j<3; j++) {
```

```
            arr[i][j] = counter;
```

```
            counter = counter + 1;
```

```
        }
```

```
    }
```

```
    for (i=0; i<2; i++) {
```

```
        for (j=0; j<3; j++) {
```

```
            printf ("%d", arr[i][j]);
```

```
        }
```

```
        printf ("\n");
```

```
    }
```

```
    return 0;
```

```
}
```