

# Arrays

# Today

---

- What are arrays?
- Initializing arrays
- Common array algorithms

# Arrays

# Using Arrays

---

Think of a sequence of data:

32 54 67.5 29 35 80 115 44.5 100 65

(all of the same type, of course)  
(storable as **doubles**)

# Using Arrays

---

32 54 67.5 29 35 80 115 44.5 100 65

**Which is the largest value in this set?**

(You must look at every single value to decide.)

# Using Arrays

---

32 54 67.5 29 35 80 115 44.5 100 65

- So you would create a variable for each, of course!

```
double n1, n2, n3, n4, n5, n6, n7, n8, n9, n10;
```

*Then what ???*

# Using Arrays

---

32 54 67.5 29 35 80 115 44.5 100 65

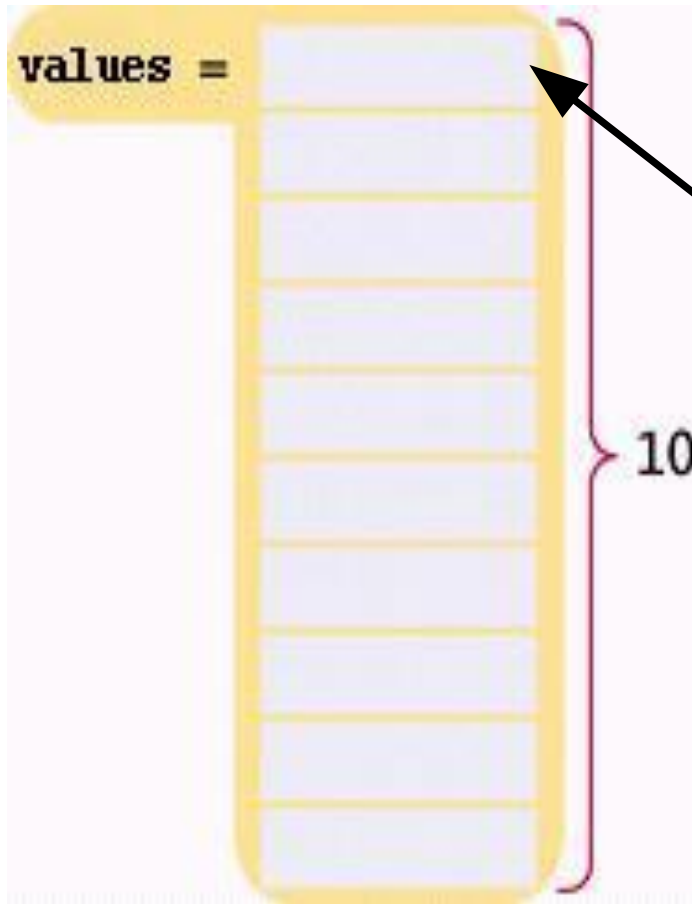
- So you would create a variable for each, of course!

```
double n1, n2, n3, n4, n5, n6, n7, n8, n9, n10;
```

***Then what ???***

We saw an example in class, on how to find the highest and the lowest values entered as inputs from user. *Recall, how many variables we used*

# Using Arrays



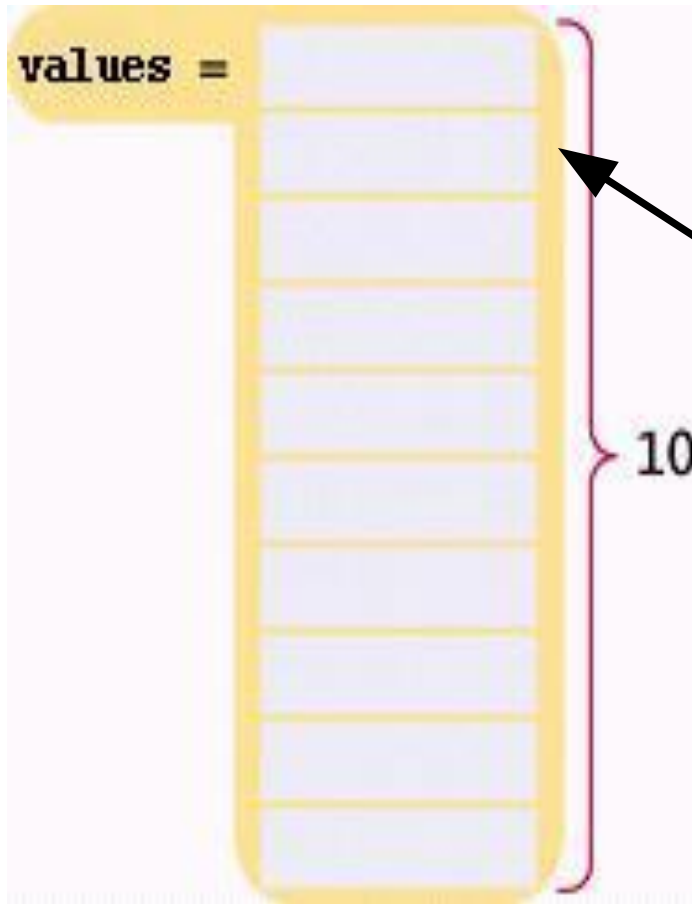
**Arrays - Advantage:** You can easily visit each element in an array, checking and updating a variable holding the current maximum.

Hm. Is this the max, so far?



# Using Arrays

---

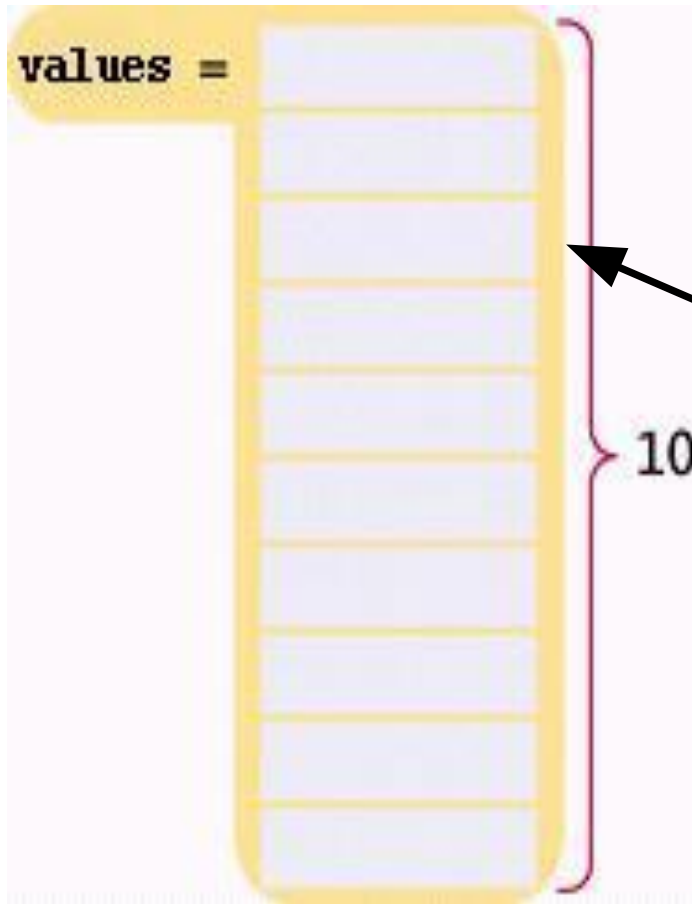


You can easily visit each element in an array, checking and updating a variable holding the current maximum.

Maybe this one?

# Using Arrays

---

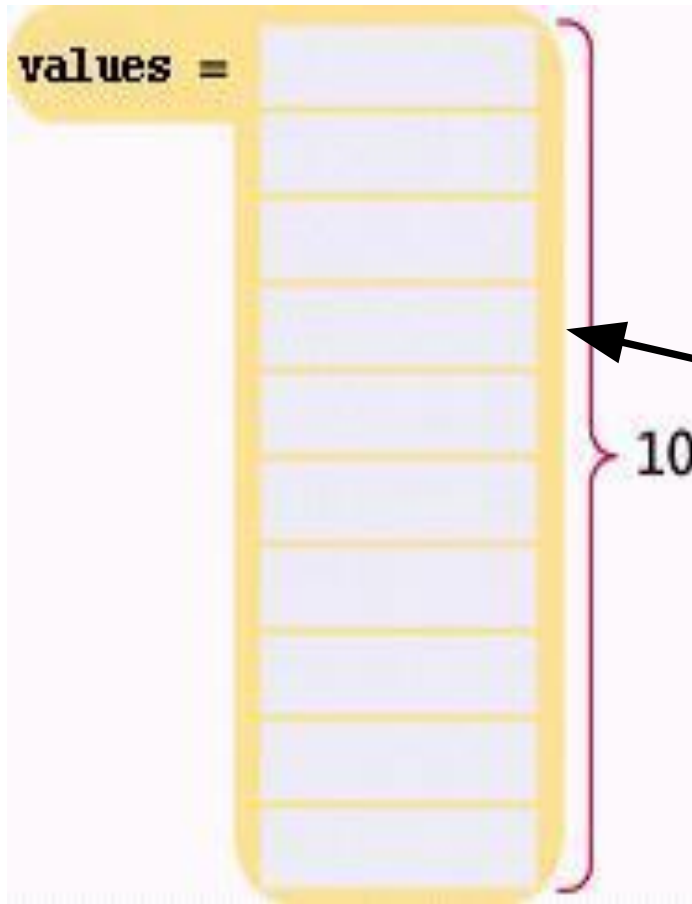


You can easily visit each element in an array, checking and updating a variable holding the current maximum.

Or this one?

# Using Arrays

---

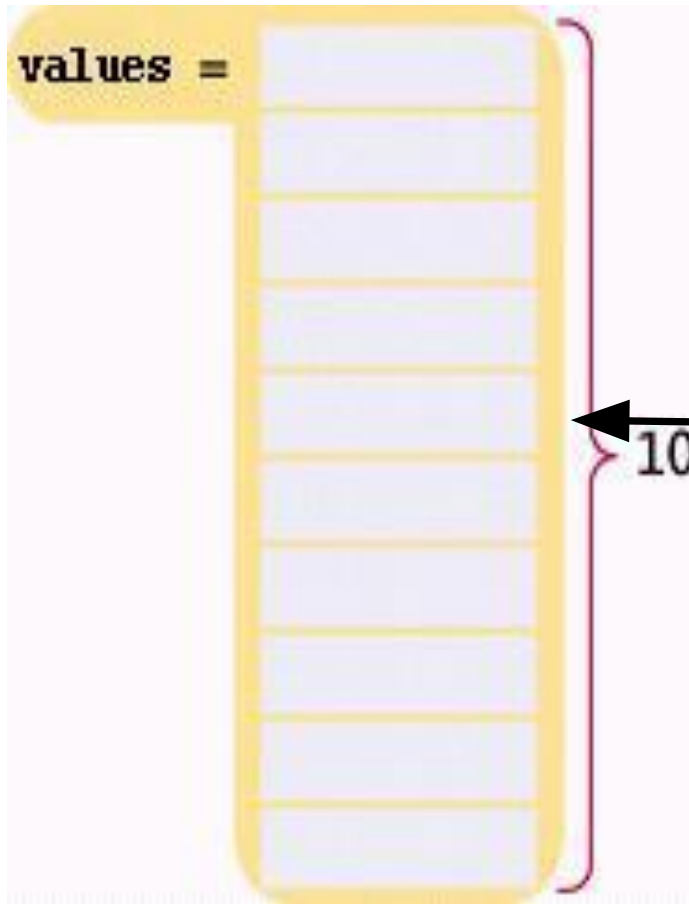


You can easily visit each element in an array, checking and updating a variable holding the current maximum.

Or this one?

# Using Arrays

---

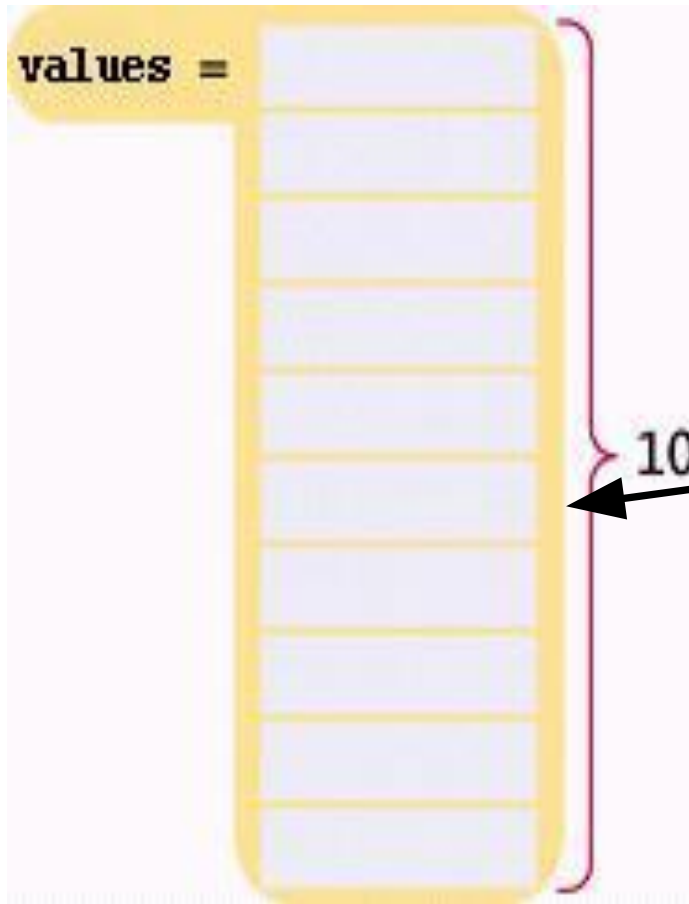


You can easily visit each element in an array, checking and updating a variable holding the current maximum.

Or this one?

# Using Arrays

---

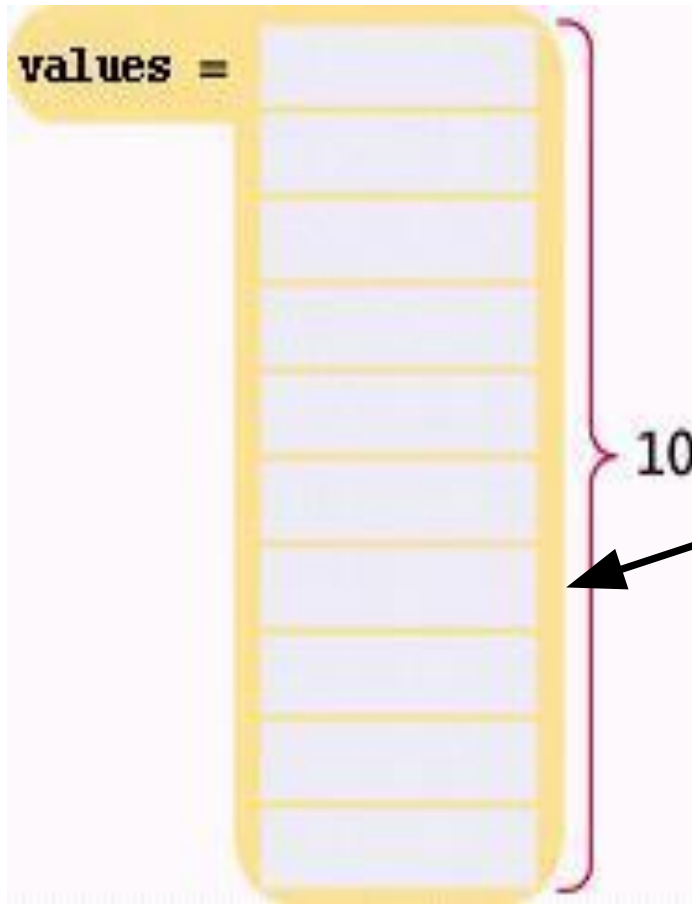


You can easily visit each element in an array, checking and updating a variable holding the current maximum.

How about here?

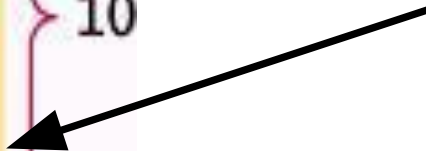
# Using Arrays

---



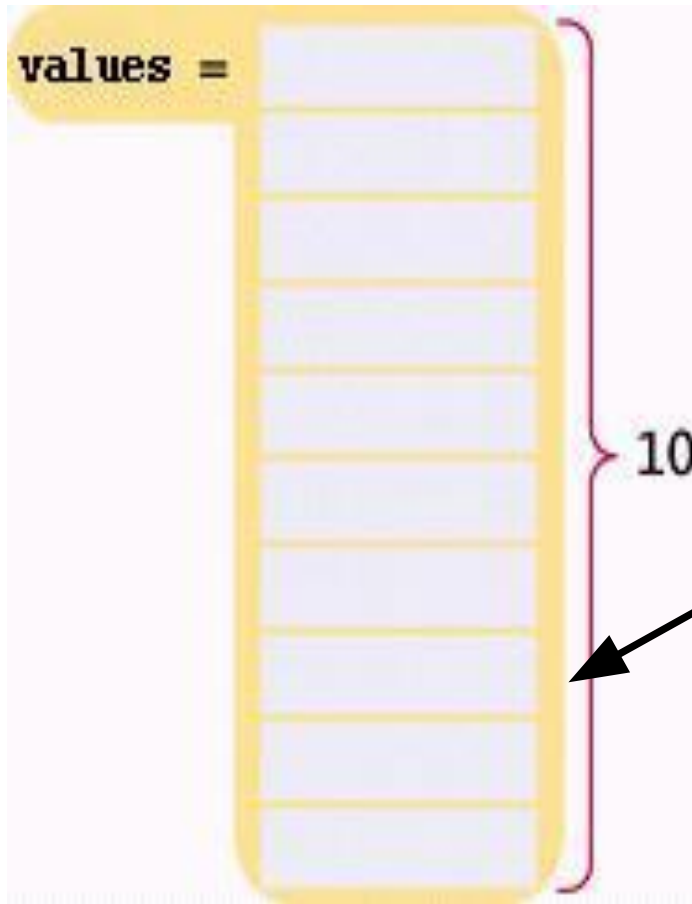
You can easily visit each element in an array, checking and updating a variable holding the current maximum.

Gotta check here too!



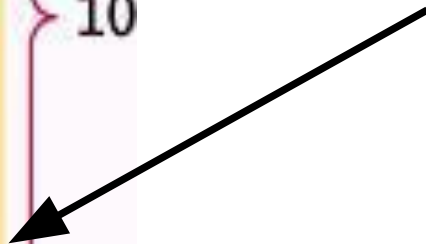
# Using Arrays

---



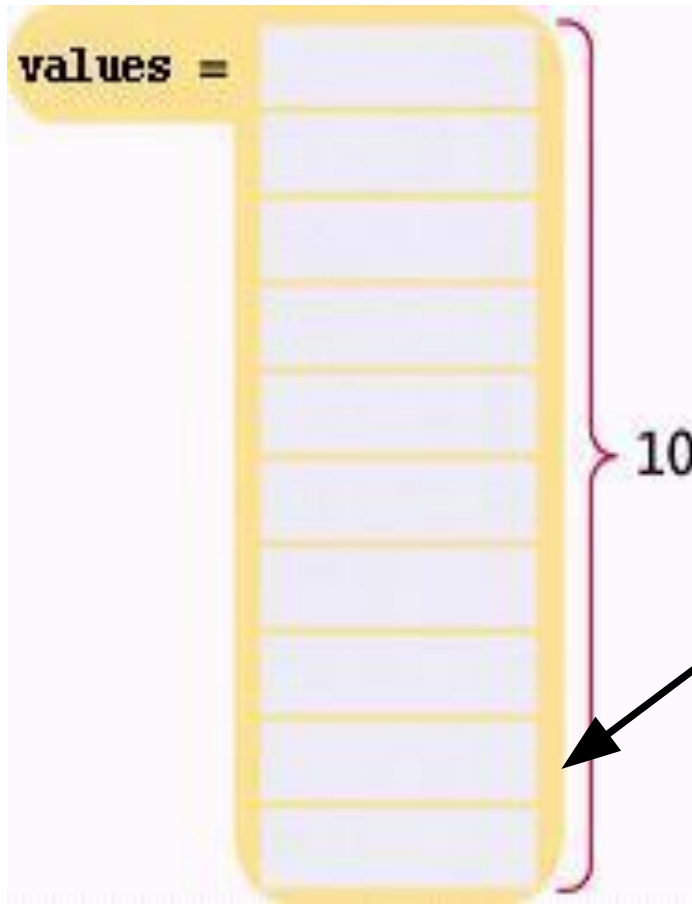
You can easily visit each element in an array, checking and updating a variable holding the current maximum.

Again, maybe this one?



# Using Arrays

---



You can easily visit each element in an array, checking and updating a variable holding the current maximum.

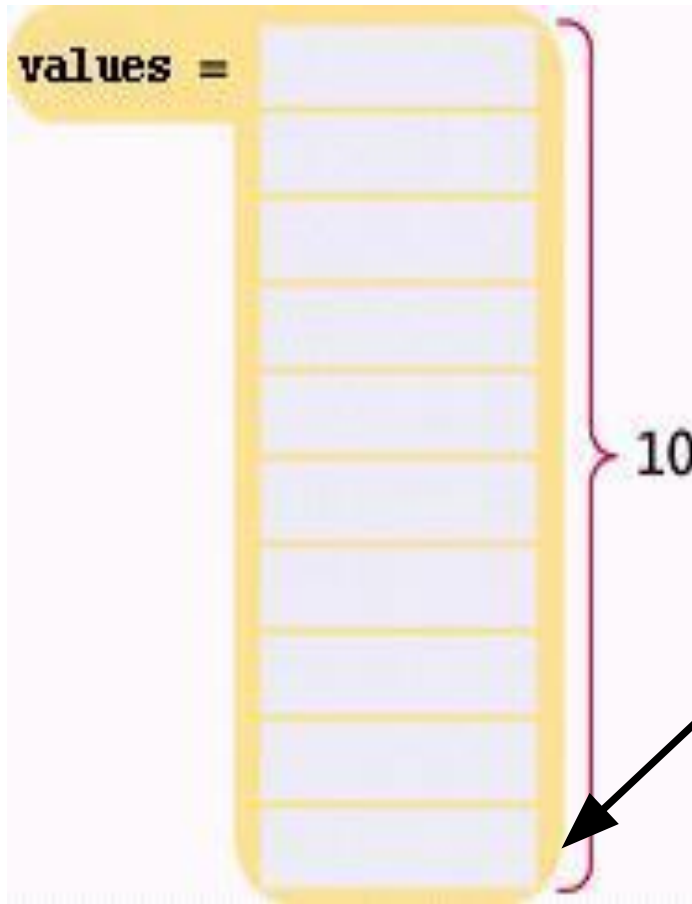
This one?

Will this never end?



# Using Arrays

---



You can easily visit each element in an array, checking and updating a variable holding the current maximum.

Or this one? Finally!

# Using Arrays

---

That would have been impossible with ten separate variables!

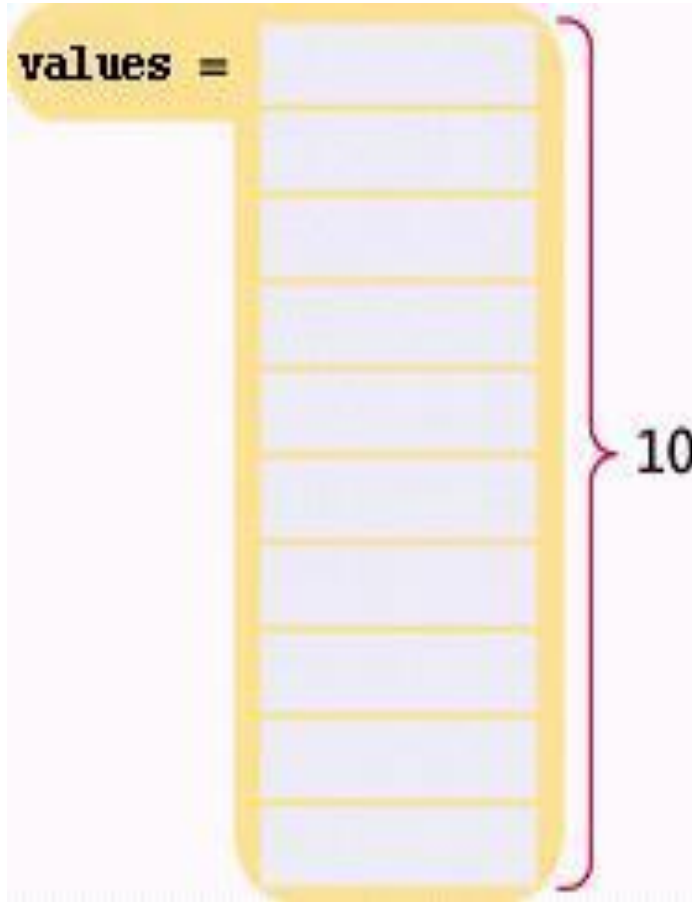
```
double n1, n2, n3, n4, n5, n6, n7, n8, n9, n10;
```

And what if there needed to be more double values in the set?

**JUST A LOT OF WORK!**

# Defining Arrays

An “array of double”



Ten elements of **double** type can be stored under one name as an array.

**double** values[10];

type of each  
element

number of elements – the “size”  
of the array, must be a constant

# Introduction to Arrays

---

**Definition:** An array is a collection of data of the same type, referenced as different elements of the same name.

- First "aggregate" data type
  - Means "grouping"
  - *int, float, double, char* are simple data types
- Used for lists of like items
  - Test scores, temperatures, names, etc.
  - Avoids declaring multiple simple variables
  - Can manipulate "list" as one entity

# Declaring Arrays

---

Declare the array allocates memory

```
int score[5];
```

- Declares array of 5 integers named "score"

Similar to declaring five variables:

```
int score0, score1, score2, score3, score4;
```

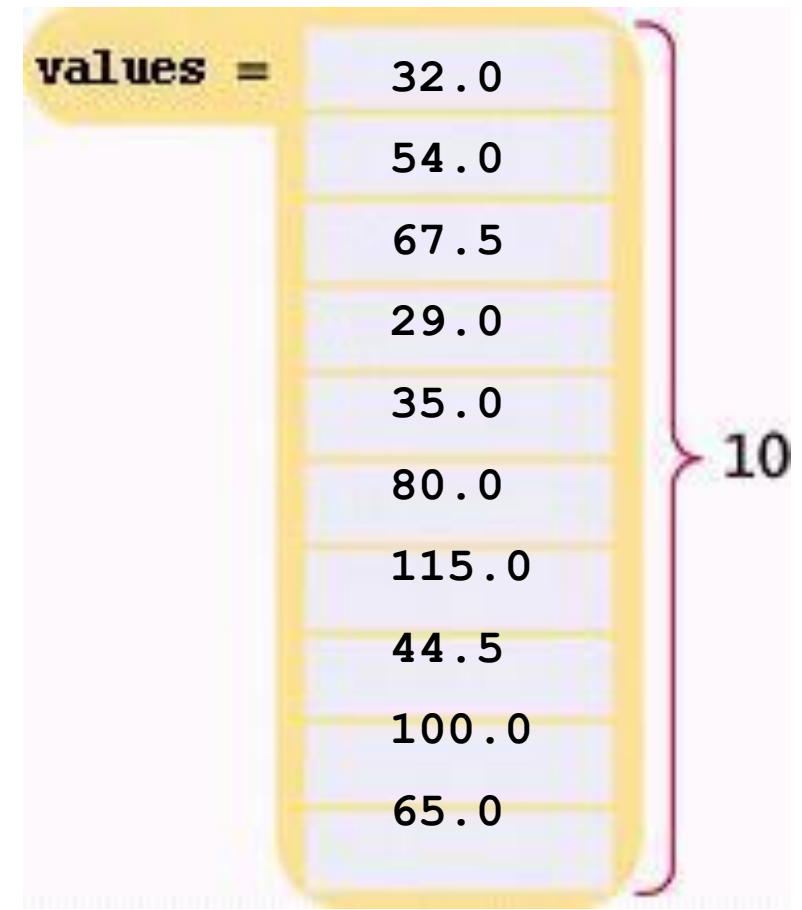
But you don't need 5 variable names, just one with arrays!

- Individual parts can be called many things:
  - Indexed or subscripted variables
  - "Elements" of the array
  - Value in brackets is called index or subscript
  - Numbered from 0 to (size – 1). Just like strings.

# Defining Arrays with Initialization

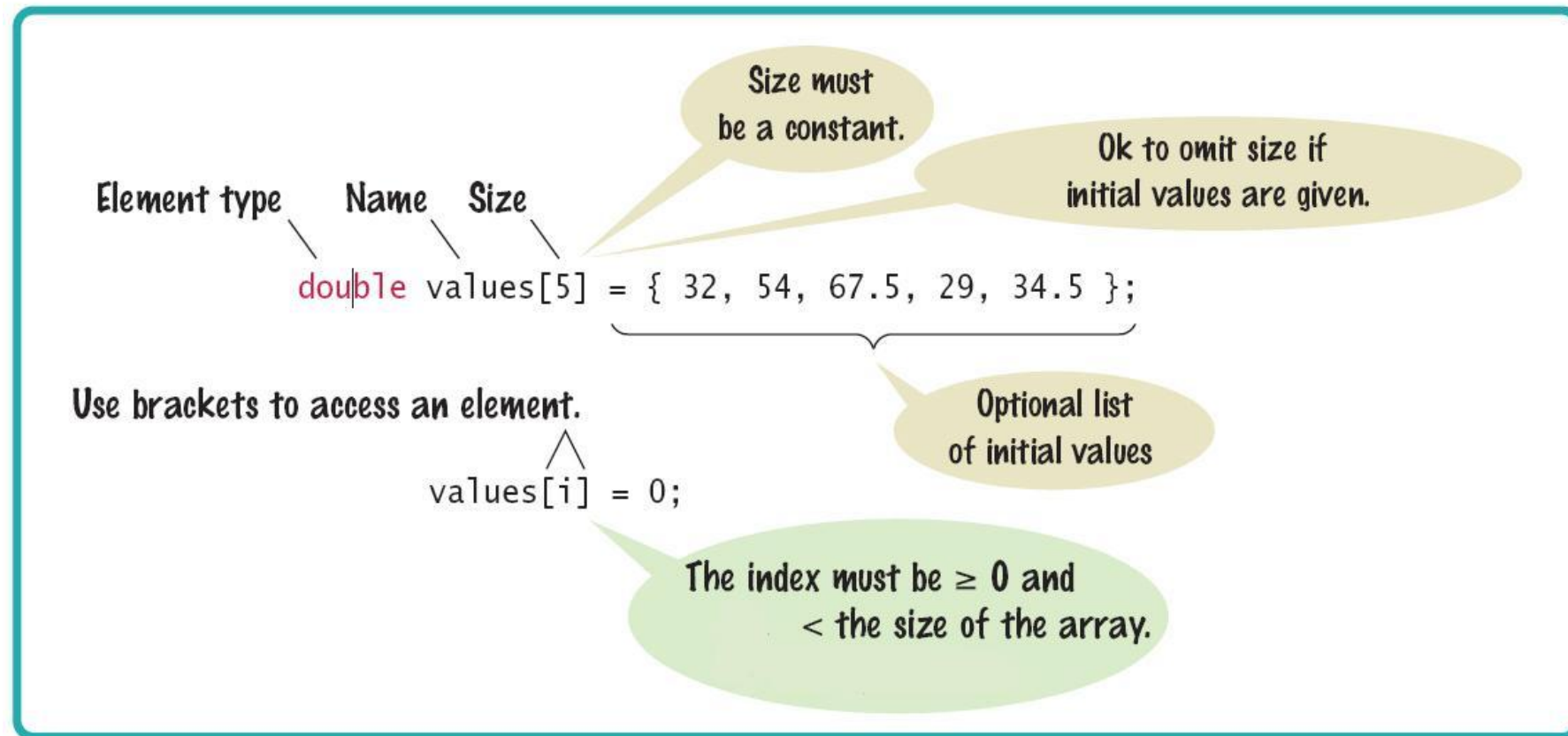
When you define an array, you can specify the initial values:

```
double values[] = { 32, 54, 67.5, 29, 35,  
    80, 115, 44.5, 100, 65 };
```



# Array Syntax

## Defining an Array



# Accessing Arrays

---

- Access using index/subscript

```
cout << score[3];
```

- Note two uses of brackets:
  - In declaration, specifies SIZE of array
  - Anywhere else, specifies a subscript

- Size, subscript need not be literal

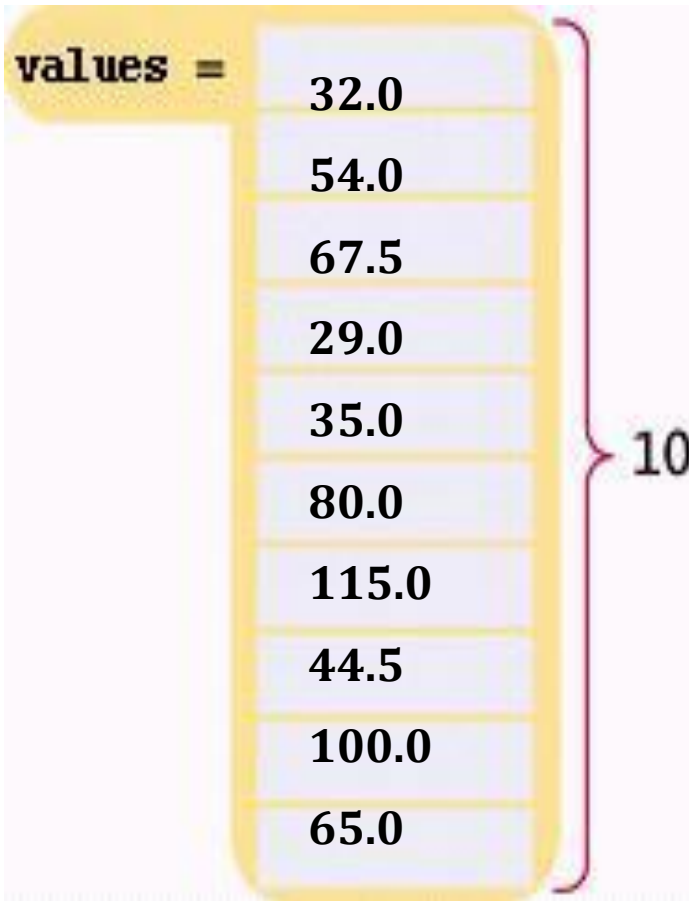
```
int score[MAX_SCORES];
```

```
score[n+1] = 99;    --> If n is 2, identical to: score[3]
```



# Accessing an Array Element

The same notation can be used to change the element.



|                 |       |
|-----------------|-------|
| <b>values =</b> | 32.0  |
|                 | 54.0  |
|                 | 67.5  |
|                 | 29.0  |
|                 | 35.0  |
|                 | 80.0  |
|                 | 115.0 |
|                 | 44.5  |
|                 | 100.0 |
|                 | 65.0  |

10

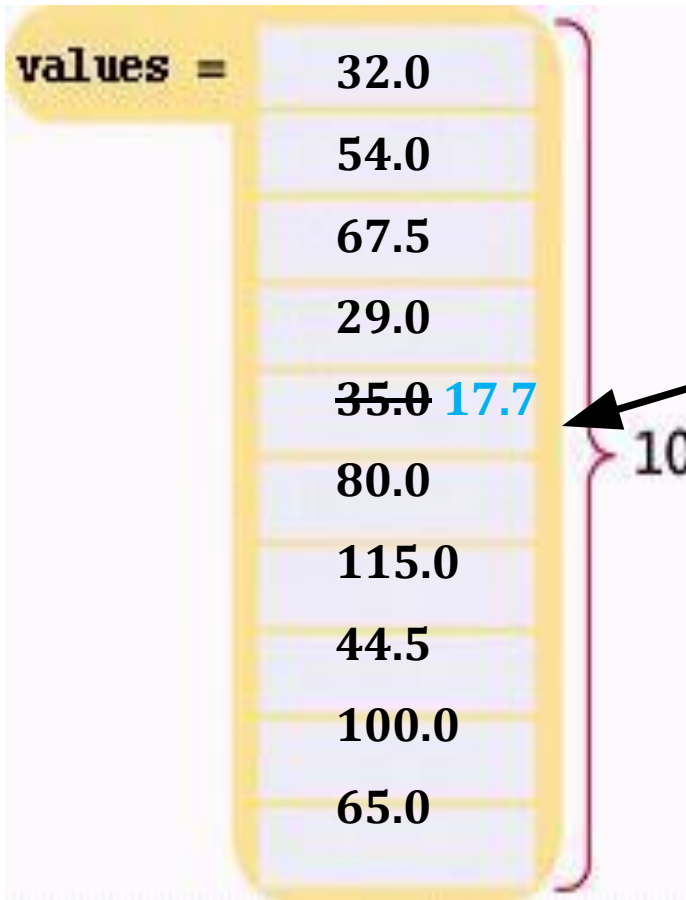
```
double values[10];  
...  
cout << values[4] << endl;
```

The output will be **35.0**.

# Update and Access an Array Element

To access the element at index 4 using this notation: **values[4]**

*4 is the index.*



|                 |                      |
|-----------------|----------------------|
| <b>values =</b> | 32.0                 |
|                 | 54.0                 |
|                 | 67.5                 |
|                 | 29.0                 |
|                 | <del>35.0</del> 17.7 |
|                 | 80.0                 |
|                 | 115.0                |
|                 | 44.5                 |
|                 | 100.0                |
|                 | 65.0                 |

```
values[4] = 17.7;
```

```
cout << values[4] << endl;
```

The output will be **17.7**.

# Accessing an Array Element

---

That is, the legal elements for the **values** array are:

**values[0]**, the *first* element

**values[1]**, the second element

**values[2]**, the third element

**values[3]**, the fourth element

**values[4]**, the fifth element

...

**values[9]**, the tenth *and last legal* element  
recall: **double values[10];**

The index must be  $\geq 0$  and  $\leq 9$ .

0, 1, 2, 3, 4, 5, 6, 7, 8, 9 is ... 10 numbers.

# Array Usage

---

- Powerful storage mechanism
- Can issue commands like:
  - "Do this to  $i^{\text{th}}$  indexed variable", where  $i$  is computed by program
  - "Display all elements of array score"
  - "Fill elements of array score from user input"
  - "Find highest value in array score"
  - "Find lowest value in array score"
- Disadvantages: size MUST BE KNOWN at declaration

# Demo

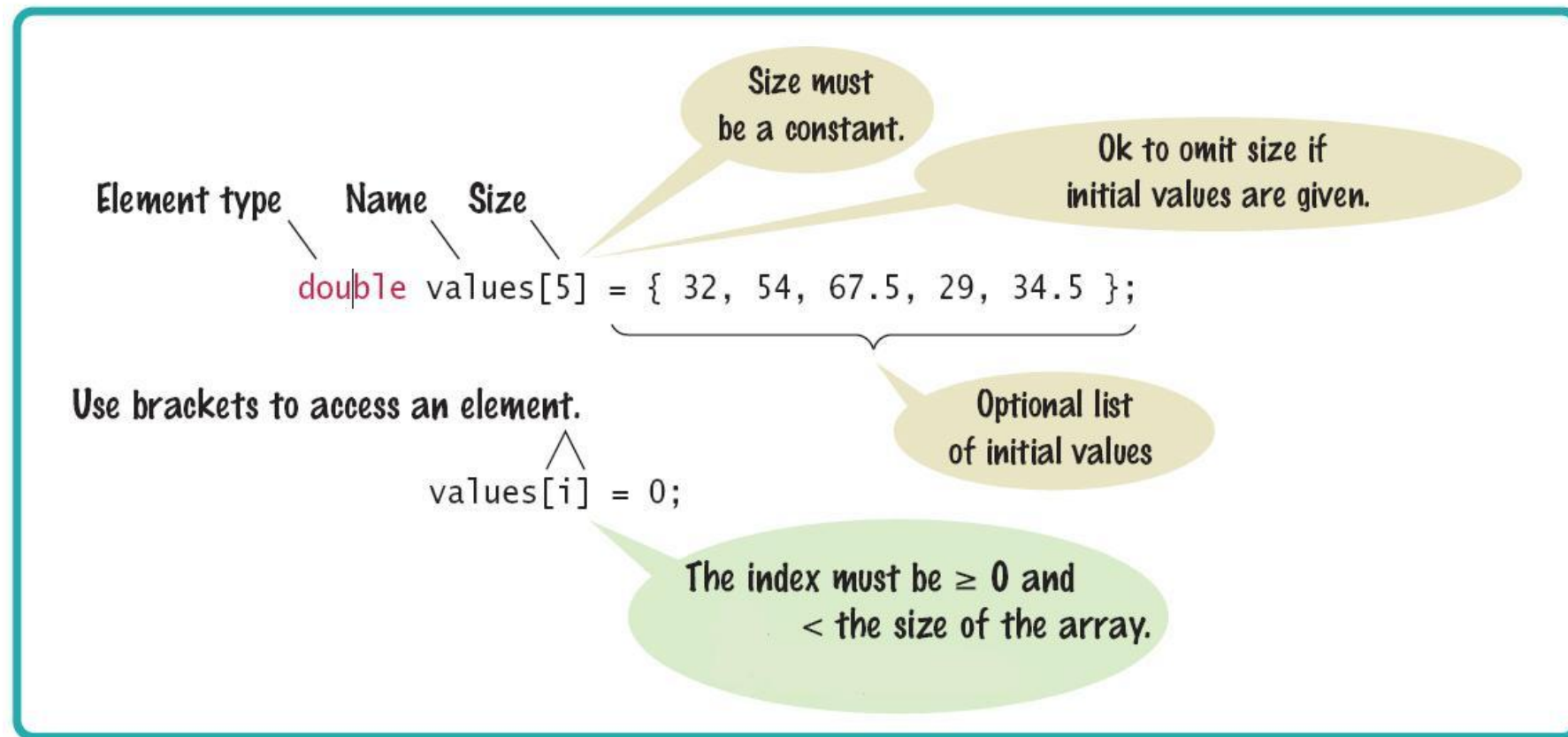
---

Stock\_prices.cpp

# Common Array Algorithms

# Recap: Array

## Defining an Array



# Common Algorithms

- Filling an array
- Copying One array to another
- Sum, Average, Maximum and Minimum
- Swapping Elements
- Linear Search



# Common Algorithms – Filling

---

- This loop fills an array with zeros:

```
for (int i = 0; i < size; i++)  
{  
    values[i] = 0;  
}
```

- To fill an array with squares (0, 1, 4, 9, 16, ...).

```
for (int i = 0; i < size; i++)  
{  
    squares[i] = i * i;  
}
```

# Common Algorithms – Copying

---

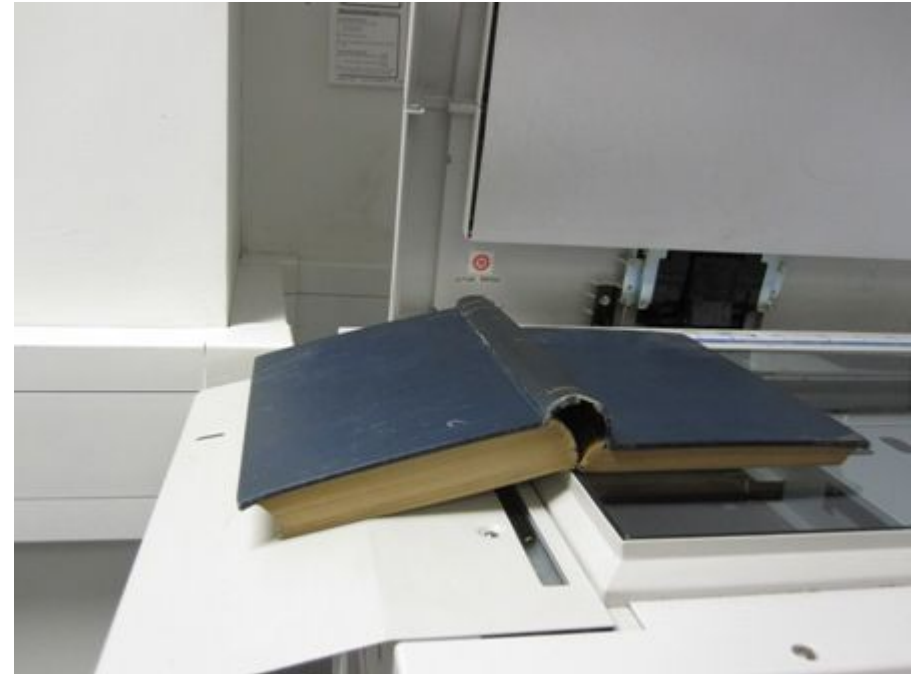
- Consider copying

```
int squares[5] = {0, 1, 4, 9, 16};
```

- Can I do this?

```
squares_copy = squares; // Wont work
```

- Probably need a loop, to copy element by element (*similar to copying a book page by page*).



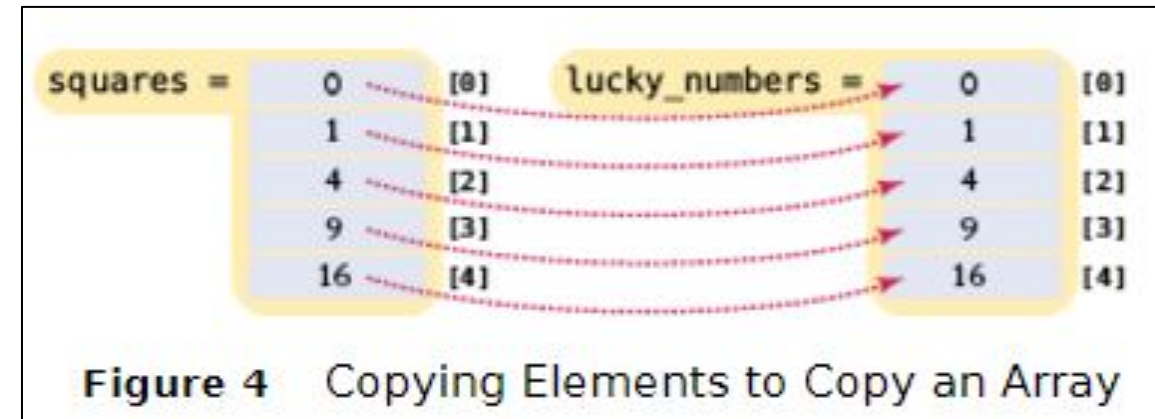
# Common Algorithms – Copying Requires a Loop

```
/* you must copy each element individually using a loop! */
```

```
int squares[5] = { 0, 1, 4, 9, 16 };
```

```
int lucky_numbers[5];
```

```
for (int i = 0; i < 5; i++)  
{  
    lucky_numbers[i] = squares[i];  
}
```



# Common Algorithms – Sum and Average Value

---

You have already seen the algorithm for computing the sum and average of a set of data. The algorithm is the same when the data is stored in an array.

```
double total = 0;
for (int i = 0; i < size; i++)
{
    total = total + values[i];
}
```

The average is just arithmetic:

```
double average = total / size;
```

# Common Algorithms – Maximum

---

To compute the largest value in a vector, keep a variable that stores the largest element that you have encountered, and update it when you find a larger one.

```
double largest = values[0];
for (int i = 1; i < size; i++)
{
    if (values[i] > largest)
    {
        largest = values[i];
    }
}
```

# Common Algorithms – Minimum

---

For the minimum, we just reverse the comparison.

```
double smallest = values[0];
for (int i = 1; i < size; i++)
{
    if (values[i] < smallest)
    {
        smallest = values[i];
    }
}
```

These algorithms require that the array contain at least one element.

# Common Algorithms – Swapping Elements

---

Suppose we need to swap two integer values a & b

```
a = b;
```

```
b = a;
```

- Look closely! In the first line you lost – forever! – the value of a, replacing it with the value of b.
- Then what?
- Need some temporary location to save one of them? Yes!



# Code for Swapping Array Elements

```
//save the first element in  
// a temporary variable  
// before overwriting the 1st
```

```
double temp = values[i];  
values[i] = values[j];  
values[j] = temp;
```

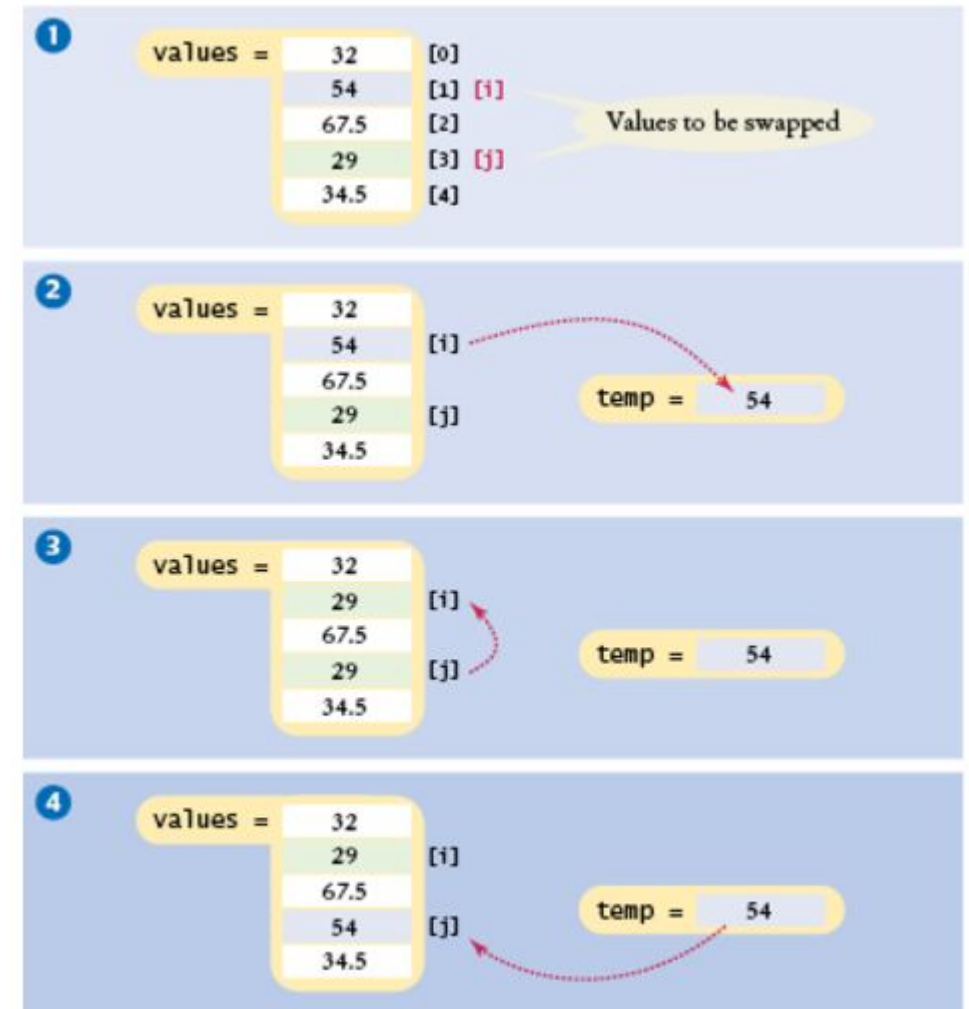


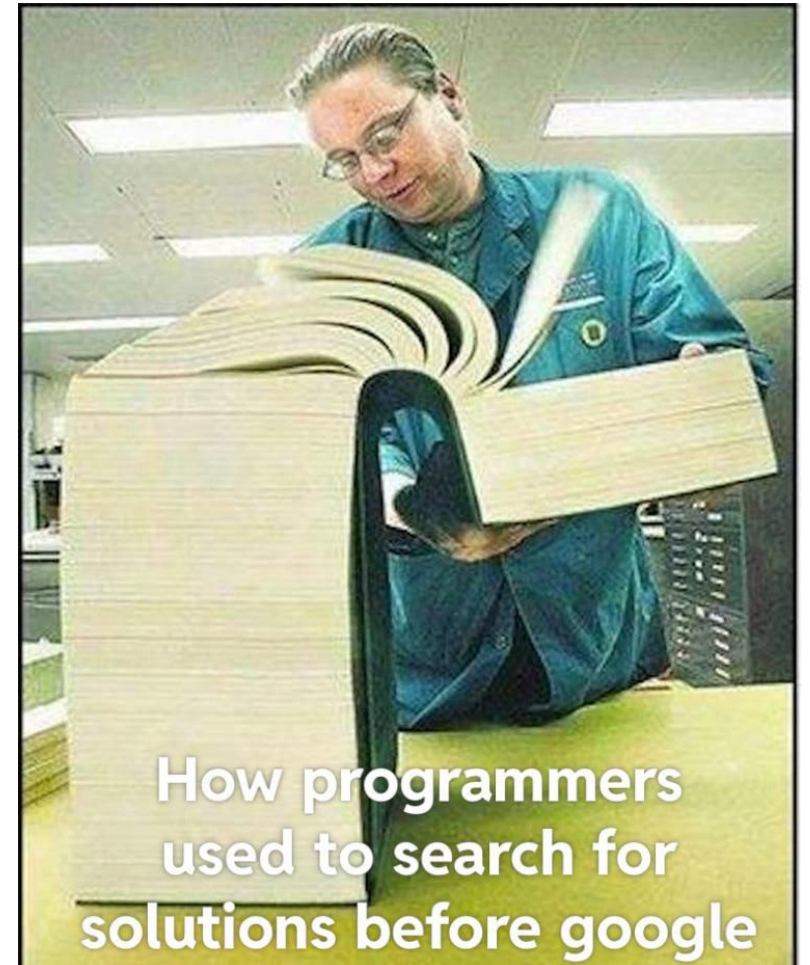
Figure 9 Swapping Array Elements



# Common Algorithms – Linear Search

---

- Given an element, is this element present in an array?
- Is 25 present in {2, 56, 23, 25, 9, 10} ?
- How about 24?
- Well, probably need to look into the array, element by element and just find it!



# Common Algorithms – Linear Search

- Let's see the logic to find 100.0 in the array
- You probably need to do the two things
  - Keep looking one by one, until you found 100.0!
  - If you don't, let's say "Not found!"
- Solution
  - Loops!
  - One condition to check at every step of the loop

|                 |       |
|-----------------|-------|
| <b>values =</b> | 32.0  |
|                 | 54.0  |
|                 | 67.5  |
|                 | 29.0  |
|                 | 35.0  |
|                 | 80.0  |
|                 | 115.0 |
|                 | 44.5  |
|                 | 100.0 |
|                 | 65.0  |

10