* Array? - Definition: An array is a collection of variables of the same type.
* Array declaration:

Data\_type array\_name [array\_size];

* Array Index number is 0.

Int marks[5]; Array size 5

Marks[0] Marks[1] Marks[2] Marks[3] Marks[4]

* Array initialization

marks[0] = 90;

marks[1] = 80;

…

* Input Array

int marks[5] = {90, 80, 70, 60,50 }

* Output Array

Cout<<marks[0];

Also use loop.

* Types of Array

1. One dimensional ( 1- D) arrays or Linear arrays. Example : int marks [5];
2. Multi-dimensional arrays.
3. Two dimensional ( 2-D ) arrays or Matrix arrays. Example : int marks [2][3];
4. Three dimensional arrays. Example : int marks [2][3][4];

* Old style-

#include<iostream>

#include<conio.h>

using namespace std;

int main()

{

int marks [5];

marks[0] = 90;

marks[1] = 80;

marks[2] = 70;

marks[3] = 60;

marks[4] = 50;

cout<<marks[0] <<"\n";

cout<<marks[1] <<"\n";

cout<<marks[2] <<"\n";

cout<<marks[3] <<"\n";

cout<<marks[4] <<"\n";

getchar ();

}

* Stylish style –

#include<iostream>

#include<conio.h>

using namespace std;

int main()

{

int marks [5] = {90,80,70,60,50};

for(int i=0; i<5; i++)

{

cout<<marks[i]<<endl;

}

getchar();

}

* Input-output arrays –

#include<iostream>

#include<conio.h>

using namespace std;

int main()

{

int runs[5];

for(int i = 0; i<5 ; i++)

{

cout<<"Enter players numbers :";

cin>>runs[i];

}

cout<<"\n\nPlayer runs are :";

for(int i=0;i<5; i++)

{

cout<<runs[i] <<"\t";

}

getchar();

}