

CSCI 200: Foundational Programming Concepts & Design

Lecture 33



Dynamic Arrays

List Operations & Big-O Notation

Previously in CSCI 200



- Array identifier points to base address of array
- Array stored in one contiguous block of memory
- Offset used to determine memory location of specific element
- Array operations & Big O complexity

C Strings I/O



```
const int SIZE = 15;  
  
char myCString[SIZE] = "I Love C++!";  
  
cout << myCString << endl;  
  
cout << "Enter a new string: ";  
  
cin >> myCString;  
  
cout << myCString << endl;
```

C-Style String



- Special case when array type is char
 - Size of string must still be known up front

```
const int SIZE = 15;  
char myCString[SIZE] = "I Love C++!";
```

- (Ends in '\0' aka null terminator)

String Functions



- Commonly used functions

```
#include <cstring>
```

```
strnlen();
```

```
strncpy();
```

```
strncat();
```

```
strncmp();
```

String Functions



- Commonly used functions

```
#include <cstring>
```

```
char myS[20] = "Hi!" ;
```

```
char myS1[7] = "Hey!", myS2[5] ;
```

```
strnlen();           cout << strnlen(myS, 20) << endl;
```

```
strncpy();          strncpy( myS2, myS1, 20 );
```

```
strncat();          strncat( myS, myS1, 20 );
```

```
strcmp();           if( strcmp( myS, myS1, 7 ) < 0 )
```

C Strings I/O



```
const int SIZE = 15;  
  
char myCString[SIZE] = "I Love C++!";  
  
cout << myString << endl;  
  
cout << "Length: "  
     << strlen( myCString, SIZE ) << endl;  
  
cin >> myString;  
  
cout << myString << endl;  
  
cout << "Length: "  
     << strlen( myCString, SIZE ) << endl;
```

Size of a **char** Array



- RULE: You should NOT exceed the bounds of the array

```
int myArray[10];
```

```
char myCString[10];
```

```
myArray[10] = 5;           // NOT OK!
```

```
cout << myCString[20];    // ERROR!
```

Size of a **char** Array

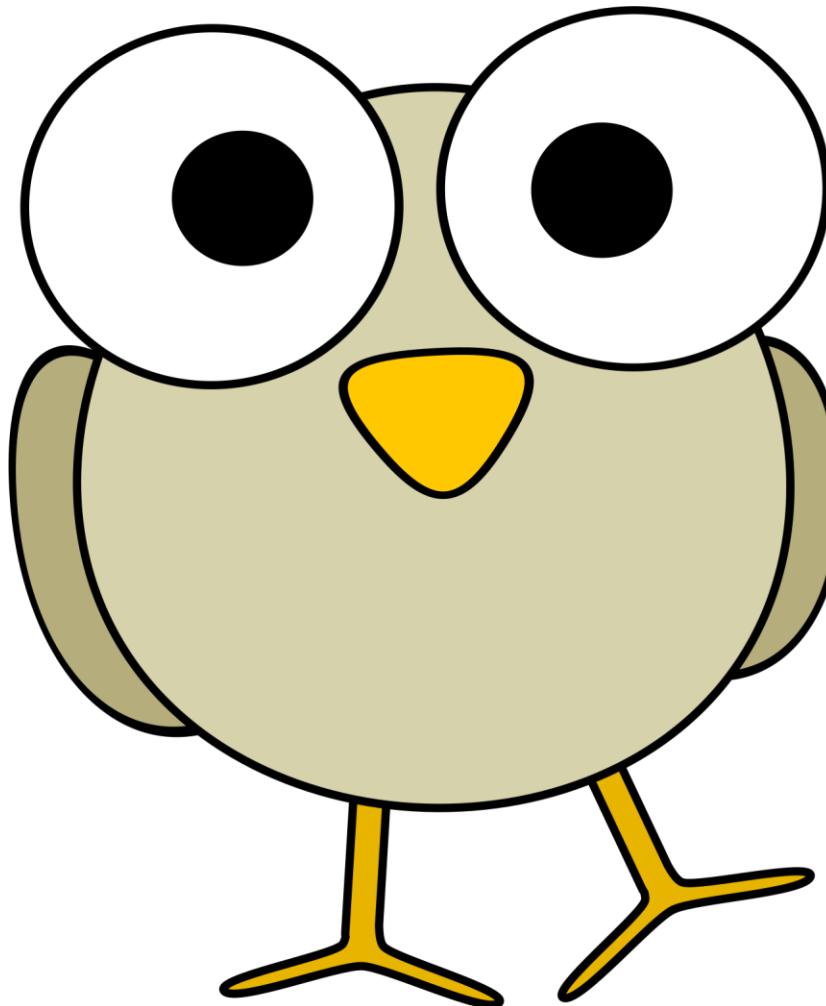


- RULE: You should NOT exceed the bounds of the data stored

```
char myCString[10] = "Hi !";
```

```
cout << myCString[6];      // ERROR!
```

Questions?



? ?

Learning Outcomes For Today



- Evaluate the resultant output of a given code block containing an array.
- Sketch how an array is stored in memory denoting the base address and element step size.
- Construct a program using an array.
- Identify errors in a program involving an array.
- Analyze array operations using Big O Notation.
- Create an array of variable size on the free store.
- Diagram the memory associated with pointers and where the values lie (either in the stack or the free store).
- Evaluate expressions involving pointer arithmetic.
- Diagram how pass-by-pointer works with pass-by-value and pass-by-reference in functions.
- Discuss causes of & solutions to memory leaks, segmentation faults, dangling pointers, null pointer exceptions, and other pointer related errors.

On Tap For Today



- Dynamic Arrays (variable size)
 - Pointer Math
- List Operations - Array Implementation
- Practice

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Storing Objects on the Free Store



- Use a pointer!

```
int *pNumCars = new int;      /*pNumCars initialized to 0  
int *pNumCars2 = new int(5); /*pNumCars2 initialized to 5
```

- **new** - “Computer, allocate enough memory in the free store for one object and tell me the starting address where the object will be stored.”

Dynamic Arrays



```
int main() {  
  
    unsigned int n;  
  
    cin >> n;  
  
    // Dynamically allocate one unsigned int object  
    // whose value is initialized to n  
  
    unsigned int *pSingleInt = new unsigned int(n);  
  
    // Dynamically allocate an int array of size n  
    // with all elements set to their default construction  
  
    int *pDynArr = new int[n];  
  
    // Return memory to the free store  
  
    delete pSingleInt; // delete one integer  
  
    delete[] pDynArr; // delete array  
  
    return 0;  
}
```

On Tap For Today



- Dynamic Arrays (variable size)
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Pointer Math



- Let's walk through the following

Pointer Math



```
int *pDynArr = new int[n];
```

```
pDynArr[i] == *(pDynArr + i)
```

Concerns



- Invalid Array Access...

```
int staticArr[10];  
  
cout << staticArr[10] << endl; // what happens?
```

```
int *pDynArr = new int[10];  
  
cout << pDynArr[10] << endl; // what happens?
```

On Tap For Today



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Element Access



- Occurs in constant time - $O(1)$

Printing An Array



- Given an array of size n , how many elements need to be inspected to print the entire array?

How to resize an array



- Given

```
unsigned int n;  
  
cin >> n;  
  
// Dynamically allocate a double array of size n  
double *pDynArr = new double[n];  
  
for(unsigned int i = 0; i < n; i++) {  
  
    cin >> pDynArr[i];  
  
}
```

- How to resize the array to be size $n+1$?

Steps To Resize an Array



1. Make new array of larger size

```
double *pNewArray = new double[n+1];
```

2. Copy element by element from existing array to new array

```
for(unsigned int i = 0; i < n; i++)
    pNewArray[i] = pDynArr[i];
```

3. Delete existing array

```
delete[] pDynArr;
```

4. Assign pointer from existing array to new array

```
pDynArr = pNewArray;
```

The Vector Problem



- In-use size vs Allocated capacity

```
vector<unsigned int> vec;
cout << vec.size() << " " << vec.capacity() << endl;

for(unsigned int i = 0; i < 129; i++) {
    vec.push_back(i);
    cout << vec.size() << " " << vec.capacity() << endl;
}
```

- Allocating more than potentially necessary.
 - Why?
 - At what cost?
- The eternal trade-off: speed vs memory
- Want finer control of memory usage

Common Operations



- Insert at position i
- Remove from position i
- Find target value

Data Structure Operations



Operation	Array
Element Access	$O(1)$
Traversal	$O(n)$
Add	$O(n)$
Remove	$O(n)$
Search	$O(n)$
Min / Max	$O(n)$

On Tap For Today



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To Do For Next Time



- Continue on Set5 and Final Project
- 11/19 Inheritance + SOLID Quiz
- Can start L6A to complete Array test suite