



# Arrays

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# Motivation

Imagine storing a number of integers, what you might do:

```
int num0 = 8;  
int num1 = 0;  
int num2 = 9;  
int num3 = 10;  
...
```

This is not convenient!

Arrays make programming lives much easier.

# Motivation

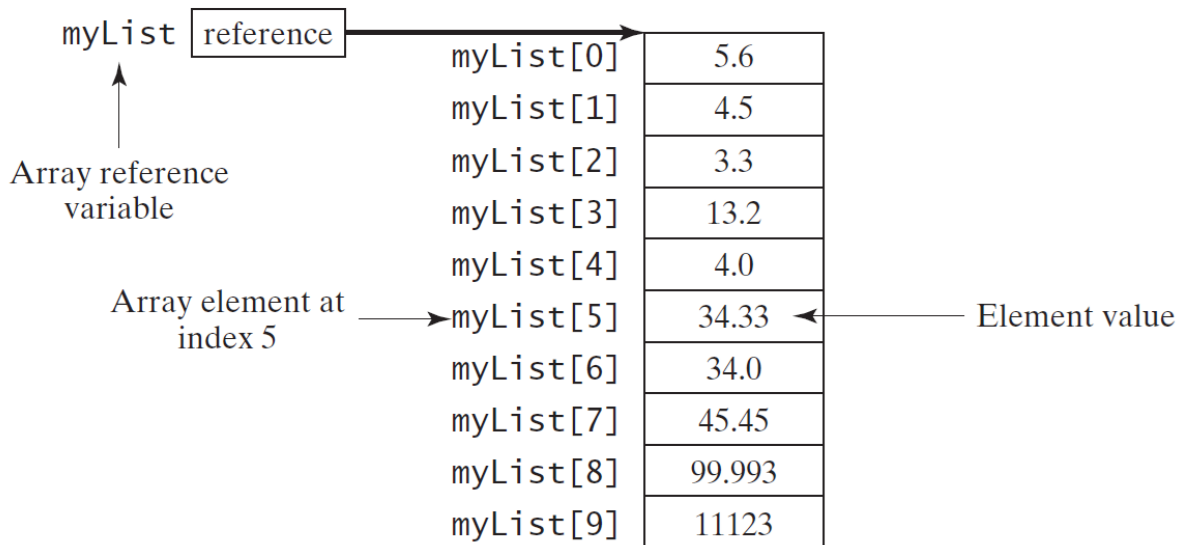
- The variables we have seen so far are for storing individual values, such as numbers, or strings.
- Now, what if we want to store multiple values of the same type?

**Answer: Arrays!**

# Introducing Arrays

- Array is a data structure that represents a **collection** of the **same types** of data.
- The values in an array are called **elements**.

```
double[] myList = new double[10];
```



# Declaring Arrays

- `datatype[] arrayVar;`

Example: `double[] myList;`

- `datatype arrayVar[];` // This style is allowed, but not preferred

Example: `double myList[];`

# Creating Arrays

- To create the array itself, you have to use the **new** operator  
`arrayVar = new datatype[arraySize];`

Example: `myList = new double[10];` → array index ranges from 0 to 9

`myList[0]` → the first element in the array.

`myList[9]` → the last element in the array.

# Creating Arrays in One Step

- `datatype[] arrayVar = new datatype[arraySize];`

Example: `double[] myList = new double[10];`

# Quiz time

Create an array of 26 chars, and an array of 11 booleans!

```
char[] x = new char[26];
```

```
boolean[] y = new boolean[11];
```



# Default Values

When an array is created, its elements are assigned the default value of:

- 0 for the **numeric primitive** data types,
- '\u0000' for **char** types, and
- false for **boolean** types.

# Creating Arrays with content in one statement

```
int[] myInts = {9,1,7,7};
```

Guess whether each of the following array initialization is OK or NOT.

```
int[] myInts;  
myInts = {9,1,7,7};
```

**ERROR!**

```
int[] myInts;  
myInts = new int[]{9,1,7,7};
```

**OK**

```
int[] myInts = new int[]{9,1,7,7};
```

**OK**

```
int[] myInts = new int [4];  
myInts[0] = 9;  
myInts[1] = 1;  
myInts[2] = 7;  
myInts[3] = 7;
```

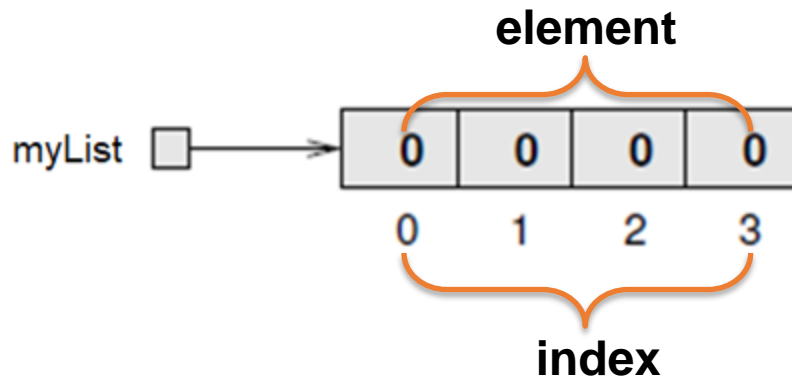
**OK**

# The Length of an Array

Once an array is created, its size is **fixed (cannot be changed)**. You can find its size using `arrayVar.length`

# Accessing elements

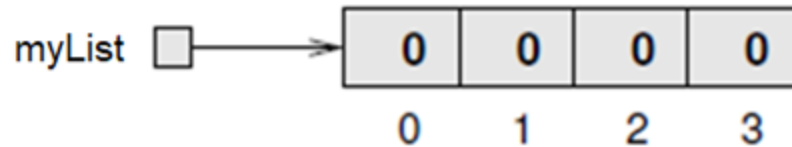
- When creating an array of ints, the elements are initialized to zero.



- The `[ ]` operator selects elements from an array.
- What's the output of:

```
System.out.println("The zeroth element is " + myList[0]);
```

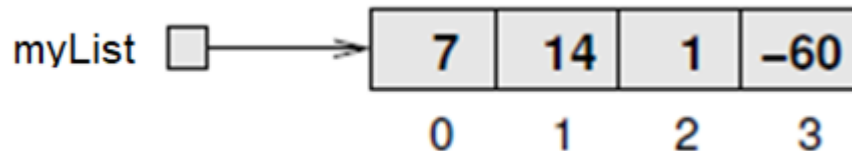
# Manipulating array elements



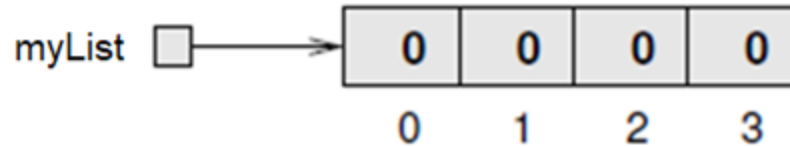
What are the contents of array myList after executing the following statements?

```
myList[0] = 7;  
myList[1] = myList[0] * 2;  
myList[2]++;  
myList[3] -= 60;
```

**Answer:**

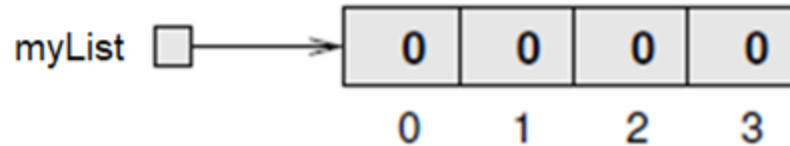


# Visiting every element of an array



```
for (int i=0; i<4; i++){  
    System.out.println(myList[i]);  
}
```

# Visiting every element of an array (**oops**)



```
for (int i=0; i<5; i++){  
    System.out.println(myList[i]);  
}
```

**Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: Index 4 out of bounds for length 4**

# Foreach loop (enhanced for loop)

```
for (dataType value: arrayVar) {  
    // Process the value  
}
```

Example:

```
int[] myInts = new int[]{9,1,7,7};  
for(int element:myInts) {  
    System.out.println(element);  
}
```

Output:

9  
1  
7  
7



# Foreach loop (enhanced for loop)

```
int[] myInts = new int[]{9,1,7,7};  
for(int element:myInts) {  
    System.out.println(element);  
}
```

Output:

9

1

7

7

Foreach loop is best when:

- No need to manipulate array content.
- No need to use the indexes for something.

# Displaying arrays

Be careful when printing arrays:

```
int[] myInts = new int[]{9,1,7,7};  
System.out.println(myInts);
```

**Output:** [I@3ac3fd8b

# Displaying arrays

Instead, do this:

```
import java.util.Arrays;  
  
int[] myInts = new int[]{9,1,7,7};  
System.out.println(Arrays.toString(myInts));
```

**Output:** [9, 1, 7, 7]

# Copying arrays

Or copying references? Have a look below:

```
double[] a = new double[3];  
double[] b = a;
```

Here's what really happens:



# Copying arrays

Or copying references? Have a look below:

```
int[] myInts = new int[]{9,1,7,7};  
int[] copyInts = myInts;
```

```
System.out.println(myInts);  
System.out.println(copyInts);
```



Copying references of  
myInts to copyInts

Output: [I@3ac3fd8b  
[I@3ac3fd8b

# Quiz time: Guess the output

```
int[] myInts = new int[]{9,1,7,7};  
int[] copyInts = myInts;  
copyInts[2] = 66;  
System.out.println(Arrays.toString(myInts));  
System.out.println(Arrays.toString(copyInts));
```

**Output:** [9, 1, 66, 7]  
          [9, 1, 66, 7]

# Copying arrays, now for real

```
int[] myInts = new int[]{9,1,7,7};  
int[] copyInts = new int[4];
```

```
for(int i = 0; i<myInts.length; i++)  
    copyInts[i] = myInts[i];
```

```
copyInts[2] = 66;  
System.out.println(Arrays.toString(myInts));  
System.out.println(Arrays.toString(copyInts));
```

Copying elements of  
myInts to copyInts

What is the output? [9, 1, 7, 7]  
[9, 1, 66, 7]

# A better way to copy arrays

```
int[] myInts = new int[]{9,1,7,7};  
int[] copyInts = Arrays.copyOf(myInts, myInts.length);
```

The second parameter is the number of elements you want to copy, so you can also use `copyOf` to copy just part of an array.



# Alternative copying arrays

```
int[] myInts = new int[]{9,1,7,7};  
int[] copiedInts = new int[3];  
System.arraycopy(myInts, 1, copiedInts, 0, 2);  
System.out.println(Arrays.toString(copiedInts));
```

What is the major difference  
between  
System.arraycopy(...) with  
Arrays.copyOf(...) ?

Parameters for System.arraycopy(sourceArr, sourcePos, destArr, destPost, length):

- sourceArr: array to be copied from
- sourcePos: starting position in source
- destArr: array to be copied in
- destPos: starting position in destination
- length: length of array to be copied

# Quiz time: What goes wrong?

```
int[] myInts = new int[]{9,1,7,7};  
System.out.println(myInts[myInts.length]);
```

```
int[] myInts2 = null;  
System.out.println(myInts2[1]);
```

```
Object[] myInts3 = new Integer[3];  
myInts3[2] = new String("a");
```

# Quiz time: What's this code doing?

```
for (int i = 0; i < a.length; i++) {  
    a[i] = Math.pow(a[i], 2.0);  
}
```

# Quiz time: What's this code doing?

```
public static int s(int[] a, int target) {  
    for (int i = 0; i < a.length; i++) {  
        if (a[i] == target) {  
            return i;  
        }  
    }  
    return -1;  
}
```

# Exercise

- Write a method **printEven** to print only array elements of even indexes.
- Write a method **sum** that returns the sum of an array of integers.
- Write a method **maxArray** to find the largest element in an array of int!
- Write a method **shiftLeftArray** to shift each element in an array of int to the left. The first element will be moved to the last element!

# Sorting arrays

```
int[] myInts = new int[]{9,1,7,7};  
Arrays.sort(myInts);  
System.out.println(Arrays.toString(myInts));
```

The sorting is done **in-place**,  
no need to return to any variable.

# Quiz time: Sorting arrays in descending order

```
public static int[] sortDescending(int[] arr) {  
    int[] copyArr = Arrays.copyOf(arr, arr.length);  
    Arrays.sort(copyArr);  
    return reverse(copyArr);  
}
```

```
public static int[] reverse(int[] arr) {  
    int[] reversedArr = new int[arr.length];  
    int maxIndex = arr.length-1;  
    for(int i =0; i <= maxIndex; i++)  
        reversedArr[maxIndex-i] = arr[i];  
    return reversedArr;  
}
```

# Filling arrays

```
int[] intArr = new int[3];  
Arrays.fill(intArr, 100);  
System.out.println(Arrays.toString(intArr));  
Arrays.fill(intArr, 1, 3, 7);  
System.out.println(Arrays.toString(intArr));
```

## Output:

[100, 100, 100]

[100, 7, 7]



# Check array content equality

```
int[] intArr = new int[3];  
Arrays.fill(intArr, 100);  
int[] intArrAnother = new int[3];  
Arrays.fill(intArrAnother, 100);  
System.out.println(intArr == intArrAnother);  
System.out.println(Arrays.equals(intArr, intArrAnother));
```

**Output:** false  
          true

# Pass by Value

- Java uses *pass by value* to pass arguments to a method. There are important differences between passing a value of variables of primitive data types and passing arrays.
- For a parameter of a primitive type value, the actual value is passed. Changing the value of the local parameter inside the method does not affect the value of the variable outside the method.
- For a parameter of an array type, the value of the parameter contains a reference to an array; this reference is passed to the method. Any changes to the array that occur inside the method body will affect the original array that was passed as the argument.

# Example

```
public static void main(String[] args){  
    int intA = 5;  
    int[] intArr = {1,3,2};  
    mystery(intA, intArr);  
    System.out.println(intA)  
    System.out.println(Arrays.toString(intArr));  
}
```

```
public static void mystery(int a, int[] arr){  
    a = 10;  
    arr[1] = 899;  
}
```

**What is the output ? 5**

**[1, 899, 2]**

# Enlarge array capacity

**You can't.** What you can do is to copy your array to a larger array.

```
int[] arr = {5,1,2,1,3};
int[] bigArr = new int[10];
for(int i = 0; i < arr.length; i++) {
    bigArr[i] = arr[i];
}
arr = bigArr;
System.out.println(Arrays.toString(arr));
```

# Command-Line Parameters

```
class TestMain {  
    public static void main(String[] args) {  
        ...  
    }  
}
```

```
java TestMain arg0 arg1 arg2 ... argn
```

In the main method, get the arguments from `args[0]`, `args[1]`, ..., `args[n]`, which corresponds to `arg0`, `arg1`, ..., `argn` in the command line.

```

import passport from 'passport';
import LocalStrategy from 'passport-local';
import { Strategy as JWTStrategy, ExtractJwt } from 'passport-jwt';
import request from 'supertest';

import User from '../models/user.model';
import constants from '../config/constants';
import { createToken } from '../helpers/auth.helper';

/**
 * Local Strategy Auth
 */
const localOpts = { usernameField: 'username' };

const localLogin = new LocalStrategy(
  localOpts,
  async (username, password, done) => {
    try {
      const user = await User.query().where('username', username);

      if (user.length === 0) {
        const userData = {
          username,
          password,
        };
        const createdUser = await createUser(userData);
        return done(null, createdUser);
      } else if (!user[0].authenticate(password)) {
        return done(null, false);
      }
      return done(null, user[0]);
    } catch (e) {
      return done(null, false);
    }
  }
);

/**
 * JWT Strategy Auth
 */
const jwtOpts = {
  // Telling Passport to check authorization headers for JWT
  jwtFromRequest: ExtractJwt.fromAuthHeaderWithScheme('JWT'),
  // Telling Passport where to find the secret
  secretOrKey: constants.JWT_SECRET,
};

const jwtLogin = new JWTStrategy(jwtOpts, async (payload, done) => {
  try {
    console.log(payload);
    const user = await User.query().where('user_uid', payload.user_uid);
    console.log(user[0].toJSON());

    if (user.length === 0 || !user[0]) {
      return done(null, false);
    }

    return done(null, user[0]);
  } catch (e) {
    console.log(e);
    return done(e, false);
  }
});

```

~ 1.8k auth.js · Javascript-IDE @ @ @ @ @ Git-feature/fullSchedule

# Multidimensional Arrays

# Motivation

- So far our arrays are one-dimensional:

```
double[] arr = new double[]{0.5, 2.5, 2.0, 5.0};
```

- Suppose you want to store the content of a numeric **table** or a **matrix**, then we have to go deeper, adding more dimensions!

```
double[][] twoDArr = {{0.5, 2.5, 2.0, 5.0},  
                       {1.5, 0.5, 1.0, 7.0},  
                       {3.5, 1.5, 3.0, 1.0}};
```



Two dimensional  
array

# Declare/Create Two-dimensional Arrays

```
// Declare array variable
```

```
dataType[][] arrayVar;
```

```
// Create array and assign its reference to variable
```

```
arrayVar = new dataType[10][10];
```

```
// Combine declaration and creation in one statement
```

```
dataType[][] arrayVar = new dataType[10][10];
```

```
// Alternative syntax
```

```
dataType arrayVar[][] = new dataType[10][10];
```



# Two-dimensional Array Illustration

```
int[][] matrix;
```

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

```
matrix = new int[5][5];
```

(a)

```
matrix.length ? 5  
matrix[0].length ? 5
```

	[0]	[1]	[2]	[3]	[4]
[0]	0	0	0	0	0
[1]	0	0	0	0	0
[2]	0	7	0	0	0
[3]	0	0	0	0	0
[4]	0	0	0	0	0

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

(b)

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

```
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;
```

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

## 2-D arrays: Guess the output?

```
double[][] twoDArr = {{0.5,2.5,2.0,5.0},  
                       {1.5,0.5,1.0,7.0},  
                       {3.5,1.5,3.0,1.0}};
```

```
System.out.println(Arrays.toString(twoDArr));  
System.out.println(Arrays.toString(twoDArr[1]));  
System.out.println(Arrays.toString(twoDArr[1][3]));  
System.out.println(twoDArr[1][3]);  
System.out.println(twoDArr[2][1]);
```

# Quiz time

Create a method **print2D** to print the content of a 2D-array of doubles!

For example, given:

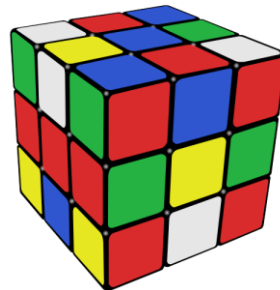
```
double[][] twoDArr = {{0.5, 2.5, 2.0, 5.0},  
                       {1.5, 0.5, 1.0, 7.0},  
                       {3.5, 1.5, 3.0, 1.0}};
```

print2D(twoDArr) will print:

```
0.5 2.5 2.0 5.0  
1.5 0.5 1.0 7.0  
3.5 1.5 3.0 1.0
```

# Quiz time

Create a method **sum2D** to sum all elements in a two dimensional array !



# 3-D arrays

- Yes, we can go further.
- Previously, our arrays contain arrays. Now, what if our arrays contain arrays of arrays?

```
int[][][] threeDArr1 = new int[3][3][3];  
int[][][] threeDArr2 = {{{1,2,3},{3,2,1},{2,1,5}},  
                          {{5,2,5},{1,1,1},{7,1,0}},  
                          {{4,6,7},{4,5,4},{4,6,6}}};
```

# Quiz time

What's the output?

**Output:**

0

[0, 0, 0]

1

5

[7, 1, 0]

[I@3ac3fd8b, [I@5594a1b5, [I@6a5fc7f7]

```
int[][][] threeDArr1 = new int[3][3][3];
int[][][] threeDArr2 = {{{1,2,3},{3,2,1},{2,1,5}},
                        {{5,2,5},{1,1,1},{7,1,0}},
                        {{4,6,7},{4,5,4},{4,6,6}}};
```

```
System.out.println(threeDArr1[0][0][1]);
System.out.println(Arrays.toString(threeDArr1[0][0]));
System.out.println(threeDArr2[0][1][2]);
System.out.println(threeDArr2[2][1][1]);
System.out.println(Arrays.toString(threeDArr2[1][2]));
System.out.println(Arrays.toString(threeDArr2[0]));
```