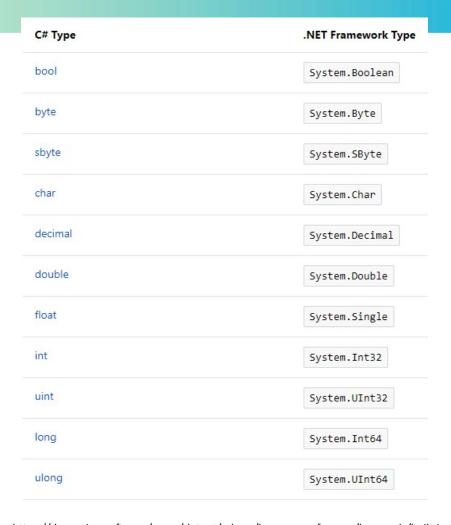
# MODULE 1: INTRODUCTION TO PROGRAMMING Loops and Arrays

#### Working with variables



https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/built-in-types-table

#### Wild Animals



#### What is an array?

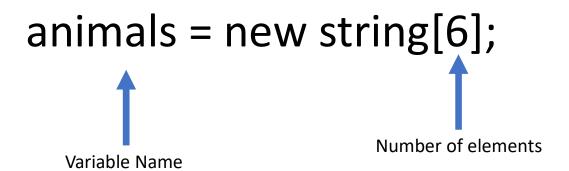
• An **array** is a data structure that is a collection of variables of the same type



#### Declarative syntax



#### Initialization syntax



#### syntax

#### Assigning values to elements

```
string[] animals = new string[6];
animals[0] = "Tiger";
animals[1] = "Polar Bear";
animals[2] = "Giraffe";
animals[3] = "Koala";
animals[4] = "Moose";
animals[5] = "Panda";
```

#### Accessing values in an array

- Write the 3<sup>rd</sup> value from the array to the console:
  - Console.WriteLine(animals[2]);

## LET'S CODE!





#### What are arrays good for?

- Keeping related data together for processing
  - Names of students in a classroom
    - string[] students = new string[20];
  - Par values on a golf score card
    - int[] parValues = new int[18];

#### The gotchas

- Arrays are zero indexed
- Arrays are fixed length
- Arrays must be initialized before used
- Array are reference types

#### Scope

```
{
  int length;
  int width;
  int area;
  area = length * width;
}
```

A variable's **scope** defines where in the program that the variable exists (i.e. can be referenced). When code execution reaches a point where a variable is no longer referenceable, the variable is said to be *out of scope*.

#### Rules of Scope

- Variables declared inside of a function or block {..} are local variables and only available within that block. This includes loops.
- Blocks can be nested within other blocks and therefore if a variable is declared outside of a block, it is accessible within the inner block.

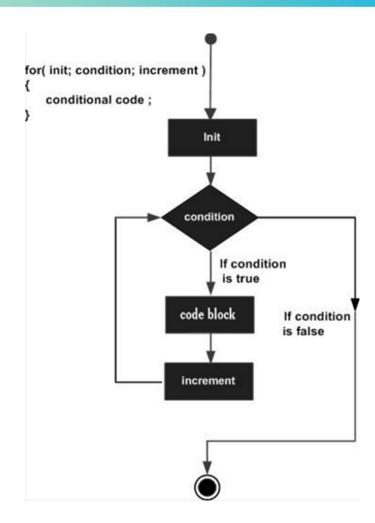
#### Finding Animals

• How would we find the Moose?



#### Accessing Elements in an Array

• For loop allows you to check each element in an array.



#### Memorize this code segment!!

```
for(int i = 0; i < animals.Length; i++) {
     ...
}</pre>
```

#### **Shorthand Notation**

- Increment variable x by 1:
  - x++ is the same as x = x + 1
- Decrement variable x by 1:
  - x-- is the same as x = x 1
- Assignment shortcuts
  - x += n is the same as x = x + n
  - x -= n is the same as x = x n

#### Danger of Shorthand notation

```
{
    Int x = 0;
    Int y = 0;
    Int z = 0;
    y = x++;
    z = ++x;
}
```

## LET'S CODE!





# WHAT QUESTIONS DO YOU HAVE?





