2. Array Data Structure

What is an array?

Arrays are a group of continuous similar type of variables referred by a common name. In C++, array can be declared and used as follows:

A program to store and print elements in an array:

A program to search and replace an element in an array:

```
#include<iostream.h>
#include<conio.h>
void main()
{
       int i;
       char s,r;
       int found=0; //found=false
       char keys[6]={'Q','W','E','R','T','Y'};
       cout<<"Enter a character to be searched: "; cin>>s;
       cout<<"Enter a character to replace: "; cin>>r;
       i = (-1);
       while (i<5 && found==0)
               if (keys[++i]==s) found=1;
       if (found==1)
               keys[i]=r;
       else
               cout<<"No such element.";
}
```

A program to delete an element from an array:

Actually we can't delete an element from an array.

If we want to delete an element, we have to move all the subsequent elements forward. Or otherwise we can replace the element with invalid values (e.g.: 0 or NULL).

```
#include<iostream.h>
#include<conio.h>
void main()
{
    int i;
    char d;
```

```
int found=0; //found=false
    char keys[6]={'Q','W','E','R','T','Y'};
    cout<<"Enter a character to be deleted: "; cin>>d;
    i= (-1);
    while (i<5 && found==0)
        if (keys[++i]==d) found=1;
    if (found==1)
        keys[i]=NULL;
    else
        cout<<"No such element."
}</pre>
```

Multi-Dimensional Array:

Multi-dimensional array can be considered as an array of arrays. For example a two dimensional array may look like as follows:

table

0 1 2 3 4 5 6

0 1 2 3 4 5 6

1 0 1 2 3 4 5 6

2 0 1 2 3 4 5 6

This location can be referred to as table[1][5]

Or simply we can imagine a two dimensional array as follows:

A program to store and print elements in a two dimensional array:

Advantages of arrays:

Fast access if index is known Easy to add an element in a particular location.

Disadvantages of arrays:

Fixed size
Same data type
Slow in searching an element
Slow in inserting/deleting an element