



# 4 Structured data types

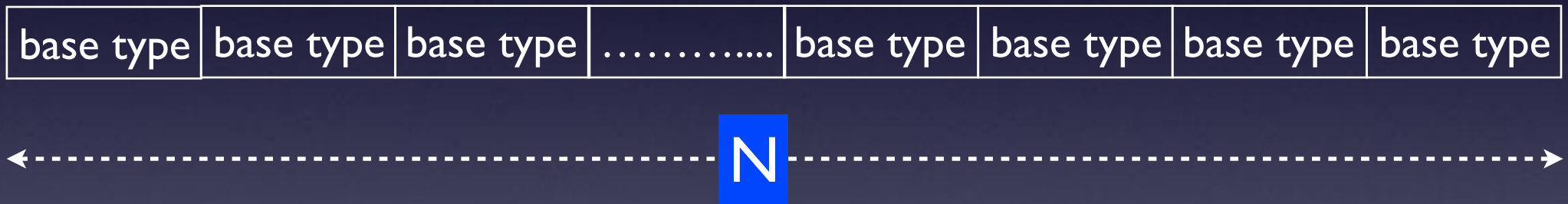
1. Structs. The data type struct. Structs as parameters.
2. Arrays. `array<>`. Multidimensional arrays. Arrays as parameters
3. String of chars. `string`. `string` as parameters.
4. Examples

# 4.2 Arrays

1. Structs. The data type struct. Structs as parameters.
2. **Arrays. array<>.** Multidimensional arrays. **array as parameter**
3. String of chars. string. string as parameter.
4. Examples

# Arrays

**N repetitions of a base type**



The number N of elements is static, unchangeable


# Syntax

```
array<int, 100> ar;
```

*base type*

*number of elements*

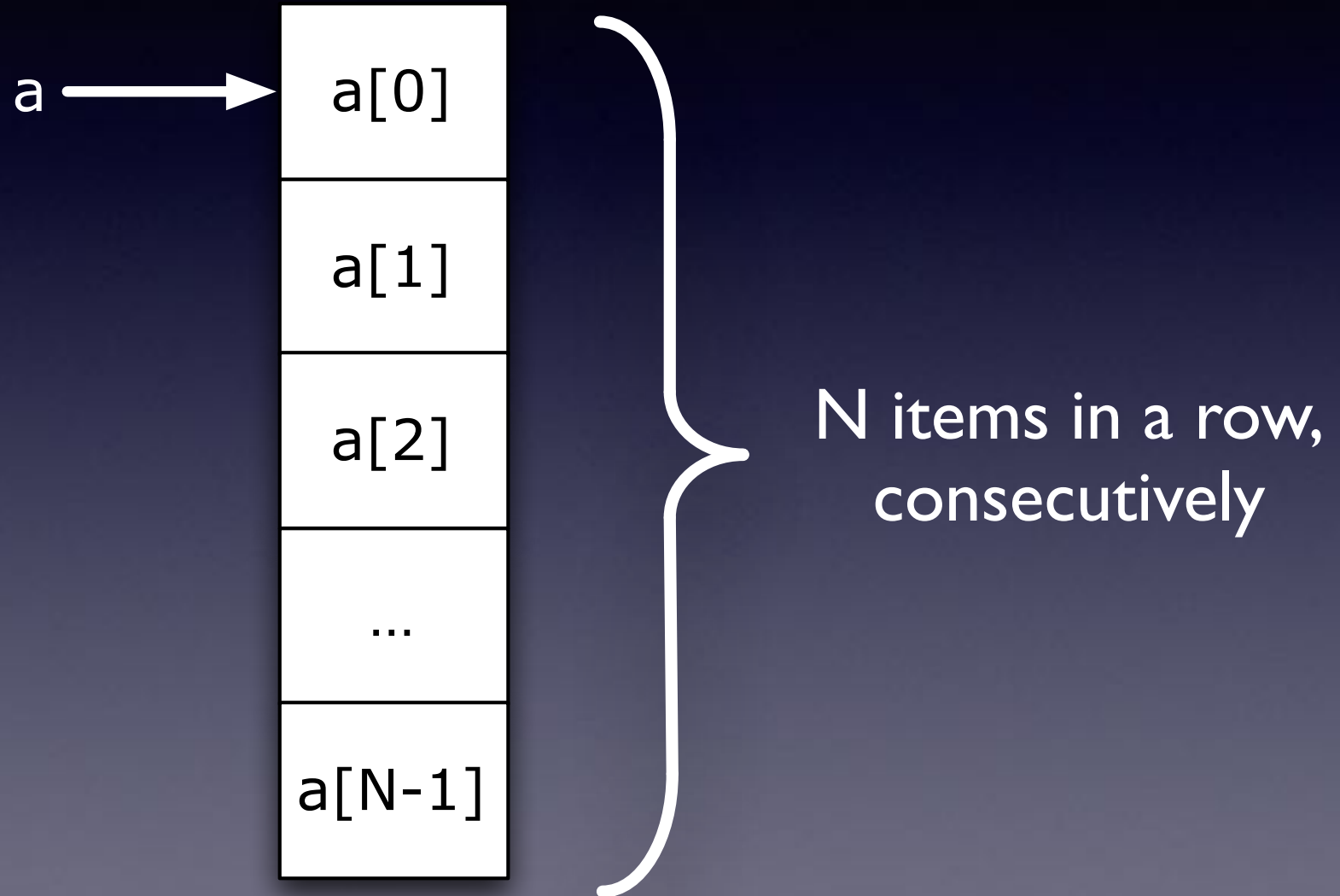
```
array<float, 3> vec;
```



float
float
float

# how are arrays laid out in RAM?

```
array<int,N> a;
```



# Arrays

- The size of an array, once declared, can't be modified

Static size

once declared, its  
size cannot be  
enlarge or shrunk

# ...and types **typedef 'ing**

```
const int N = 3;  
const int NPER = 55;
```

```
typedef array<float, N> TVector;  
typedef array<int, NPER> TAges;
```

*new names,  
easier to read*

# access to the elements

- `a[0]` is the first element
- Typically

```
for (int i=0; i < N; i++)  
    cout << a[i] << endl;
```



`.size() == N`

- `a[0]` is the first element
- Typically

```
for (int i=0; i < a.size(); i++)  
    cout << a[i] << endl;
```

# declaring arrays

Quick `{{initialisation}}`

```
typedef array<float,3> TVector;
```

```
TVector v = {{3, 5, -2}}; // quick init
```

```
TVector v = {{1,2}}; // first 2 initialised
```

# Exercices

- Define an array to contain:
  1. A polynomial of up to 10 real coefficients
  2. The rainfalls in a year, day to day
  3. The temperature and rainfall for every day of a given week

# Exercices

Define the interface (prototype) of:

1. a function that returns the value of `TPoly` at a given **x**
2. a function that returns the derivative of a `TPoly`

if  
**array<int,N> a;**

**N** a const previously defined

traversing the whole array

```
for (int i=0; i<N; i++) {  
  
}
```

array<> can be treated as 'simple' vars

```
array <int,3> a, b;
```

✓      a = b

✓      a == b

✓      a > b

etc

## example

```
#include <iostream>
#include <array>
using namespace std;
// don't do this, use typedefs
const int N = 3;

void printArr(array<int, N> a);

int main()
{
    array<int, 3> a, b;
    b = (array<int, 3>){0, 0, 0}; // better with
                                // typedefs, isn't it

    a = b;
    if (a == b)
        printArr(a);
    ++a[1];
    if (a > b)
        printArr(a);

    return 0;
}

void printArr(array<int, N> a)
{
    for (int i = 0; i < a.size(); ++i)
        cout << a[i] << ", ";
    cout << endl;
}
```

0	0	0
0	1	0

## 2.1 Arrays **typedef**

**typedef** 'ing is quite **useful** with `array<>`

```
const int N = 3;  
const int NPER = 55;
```

```
typedef array<float, N> TVector;  
typedef array<int, NPER> TAges;
```



## sending and receiving array<>

# typedef

```
array<int,3> sumv(array<int,3> a, array<int,3> b)
{
    array<int,3> r;
    for (int i = 0; i < a.size(); ++i) {
        r[i] = a[i] + b[i];
    }
    return r;
}
```

better with...

## typedef array<int,3> TVec;

```
TVec sumv(TVec a, TVec b)
{
    TVec r;
    for (int i = 0; i < a.size(); ++i) {
        r[i] = a[i] + b[i];
    }
    return r;
}
```

# example

## typedef

Sum all the elements of an array of integers and return the result

```
int sumarr(array <int,N> a)
{
    int result = 0;
    for ( int i = 0; i < N; ++i )
        result += a[i];
    return result;
}
```

# example

typedef

the same with .size()

```
int sumarr(TVec a)
{
    int result = 0;
    for (int i = 0; i < a.size(); ++i )
        result += a[i];
    return result;
}
```

## Example

$$r\mathbf{a} = \{ra_i\}$$

- Build a function that multiplies a vector by a number

```
TVec prod(TVec a, float v)
```

```
TVec prod(TVec a, float r)
{
    TVec res;
    for (int i = 0; i < a.size(); i++)
        res[i] = a[i] * r;
    return res;
}
```

## Example

$$\text{prodEsc}(\mathbf{a}, \mathbf{b}) = \mathbf{a} \cdot \mathbf{b} = \sum_{i=0}^{N-1} a_i b_i$$

- Build the Scalar Product function:

```
float prodEsc(TVec a, TVec b)
```

```
float prodEsc(TVec a, TVec b)
{
    int prod = 0;
    for (int i = 0; i < a.size(); i++)
        prod += a[i] * b[i];
    return prod;
}
```

exercises    Given the array:

**typedef array<int,N> TVec;**  
(N a const),

```
const int N = 3;
typedef array<int,N> TVec;

void resetArr(TVec& a);
void printArr(TVec a);
void readArr(TVec& a);
TVec readArr();
int sumArr(TVec a);
bool isIn(TVec a, int x);
int indexOf(TVec a, int x);
int count(TVec a, int x);
bool anyReps(TVec a);
int findPosFirstMax(TVec a);
```

1. make all its values be 0
2. print all of its values sep by spaces
3. read all of its values from keyboard
4. add up all of its values
5. guess wether an value **x** is in the array
6. find the first position in it of a given **x**
7. count the times an element appears
8. guess if any element is repeated
9. find the index of the first time the max values is