

Unit 6: Arrays

Introduction to Arrays

Adapted from:

- 1) Building Java Programs: A Back to Basics Approach
by Stuart Reges and Marty Stepp
- 2) Runestone CSAwesome Curriculum

Can we solve this problem?

- Consider the following program (input underlined):

How many days' temperatures? 7

Day 1's high temp: 45

Day 2's high temp: 44

Day 3's high temp: 39

Day 4's high temp: 48

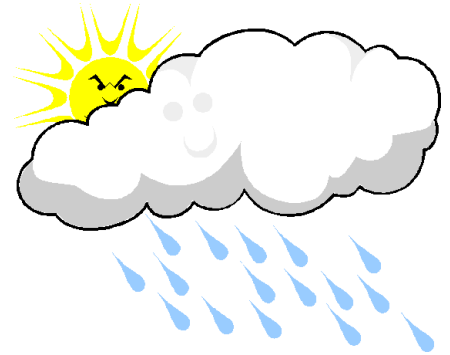
Day 5's high temp: 37

Day 6's high temp: 46

Day 7's high temp: 53

Average temp = 44.6

4 days were above average.



Do we want to store these in separate integer variables?
What if the user want to enter 1000 temperatures? (temp1,
temp2,..temp1000?)

Arrays

- **array**: object that stores many values of the same type.
 - **value**: One value in an array.
 - **index**: A 0-based integer to access an element from an array.

<i>index</i>	0	1	2	3	4	5	6	7	8	9
<i>value</i>	12	49	-2	26	5	17	-6	84	72	3

index 0 value is 12	index 4 value is 5	index 9 value is 3
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Array declaration

type [] **name** = new **type** [**length**] ;

– Example:

```
int[] numbers = new int[10];
```

Note: **The size of an array is established at the time of creation and cannot be changed.** Array type can be primitive such as int and boolean or object reference type such as String or Point.

<i>index</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>
<i>value</i>	0	0	0	0	0	0	0	0	0	0

Array declaration, cont.

- The length can be any integer expression.

```
int x = 2 * 3 + 1;
```

```
int[] data = new int[x % 5 + 2];
```

- Each element initially gets a "zero-equivalent" value.

Type	Default value
int	0
double	0.0
boolean	false
String or other object	null (means, "no object")

Accessing elements

name[**index**] *// access*
name[**index**] = **value**; *// modify*

– Example:

```
numbers[0] = 27;  
numbers[3] = -6;
```

```
System.out.println(numbers[0]);  
if (numbers[3] < 0) {  
    System.out.println("Element 3 is negative.");  
}
```

<i>index</i>	0	1	2	3	4	5	6	7	8	9
<i>value</i>	27	0	0	-6	0	0	0	0	0	0

Arrays of other types

```
double[] results = new double[5];  
results[2] = 3.4;  
results[4] = -0.5;
```

<i>index</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
<i>value</i>	0.0	0.0	3.4	0.0	-0.5

```
boolean[] tests = new boolean[6];  
tests[3] = true;
```

<i>index</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>
<i>value</i>	false	false	false	true	false	false

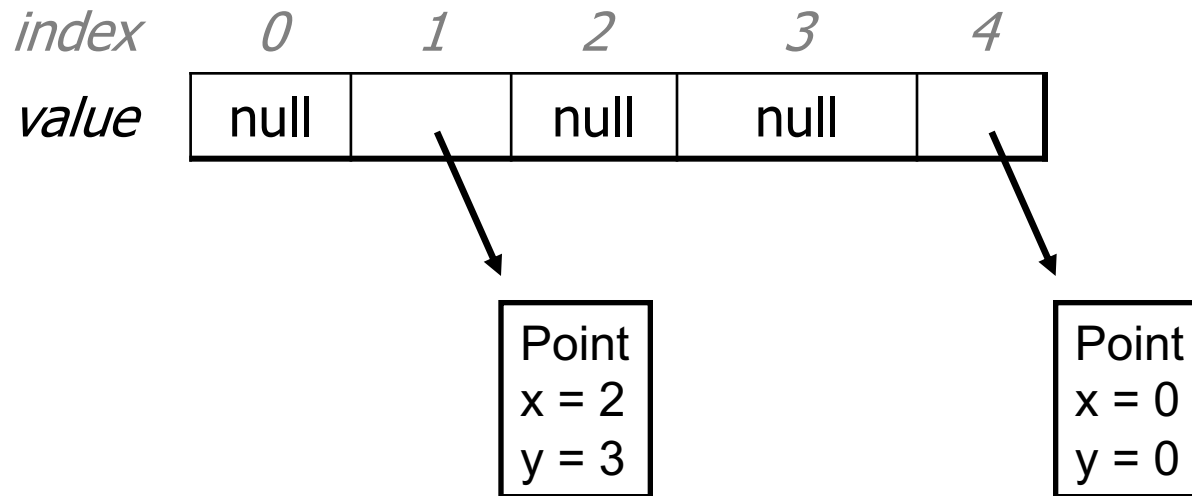
Arrays of other types

```
String[] words = new String[5];  
words[1] = "hi";  
words[3] = "hello";
```

<i>index</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
<i>value</i>	null	"hi"	null	"hello"	null

Arrays of other types

```
Point[] pts = new Point[5];  
pts[1] = new Point(2, 3);  
pts[4] = new Point();
```



Note that each element of the `pts` array store the reference to a `Point` object.

Out-of-bounds

- Legal indexes: between **0** and the **array's length - 1**.
 - Reading or writing any index outside this range will throw an `ArrayIndexOutOfBoundsException`.

- Example:

```
int[] data = new int[10];  
System.out.println(data[0]);           // okay  
System.out.println(data[9]);           // okay  
System.out.println(data[-1]);          // exception  
System.out.println(data[10]);         // exception
```

<i>index</i>	0	1	2	3	4	5	6	7	8	9
<i>value</i>	0	0	0	0	0	0	0	0	0	0

Accessing array elements

```
int[] numbers = new int[8];  
numbers[1] = 3;  
numbers[4] = 99;  
numbers[6] = 2;  
  
int x = numbers[1];  
numbers[x] = 42;  
numbers[numbers[6]] = 11; // use numbers[6] as index
```

x

3

		<i>index</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>
<i>numbers</i>	<i>value</i>	0	3	11	42	99	0	2	0	

Arrays and for loops

- It is common to use `for` loops to access array elements. This is called **traversing the array**.

```
for (int i = 0; i < 8; i++) {  
    System.out.print(numbers[i] + " ");  
}  
System.out.println();    // output: 0 3 11 42 99 0 2 0
```

- Sometimes we assign each element a value in a loop.

```
for (int i = 0; i < 8; i++) {  
    numbers[i] = 2 * i;  
}
```

<i>index</i>	0	1	2	3	4	5	6	7
<i>value</i>	0	2	4	6	8	10	12	14

The length field

- An array's `length` field stores its number of elements.

name.length

```
for (int i = 0; i < numbers.length; i++) {  
    System.out.print(numbers[i] + " ");  
}  
// output: 0 2 4 6 8 10 12 14
```

- It does not use parentheses like a String's `.length()`.
- What expressions refer to:
 - The last element of any array? `numbers.length - 1`
 - The middle element? `numbers.length/2`, if length is even, this element is the first element of the second half of the array.

Arrays and while loops

While loop can also be used to traverse the array. The following compute the sum of an array using a while loop and a for loop. Note the difference. In both cases, this requires the elements of the array to be accessed by the indices(i).

While Loop:

```
int sum = 0;
int i = 0;
while(i < numbers.length) {
    sum += numbers[i];
    i++;
}
```

Typically, traversing an array is best done with a for loop.

For Loop:

```
int sum = 0;
for(int i = 0; i < numbers.length; i++) {
    sum += numbers[i];
}
```

Quick array initialization

Arrays can be used created quickly using **initializer lists**.

type [] **name** = { **value**, **value**, ... **value** } ;

– Example:

```
int[] numbers = {12, 49, -2, 26, 5, 17, -6};
```

<i>index</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>
<i>value</i>	12	49	-2	26	5	17	-6

- Useful when you know what the array's elements will be
- The compiler figures out the size by counting the values

"Array mystery" problem

What element values are stored in the following array?

```
int[] a = {1, 7, 5, 6, 4, 14, 11};  
for (int i = 0; i < a.length - 1; i++) {  
    if (a[i] > a[i + 1]) {  
        a[i + 1] = a[i + 1] * 2;  
    }  
}
```

<i>index</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>
<i>value</i>	1	7	10	12	8	14	22

Limitations of arrays

- You cannot resize an existing array:

```
int[] a = new int[4];  
a.length = 10;           // error
```

- You cannot compare arrays with `==` or `equals`:

```
int[] a1 = {42, -7, 1, 15};  
int[] a2 = {42, -7, 1, 15};  
if (a1 == a2) { ... }           // false!  
if (a1.equals(a2)) { ... }      // false!
```

- An array does not know how to print itself:

```
int[] a1 = {42, -7, 1, 15};  
System.out.println(a1);           // [I@98f8c4]
```

Arrays.toString

```
public static void main(String[] args) {  
    int[] a = {0, 14, 4, 6, 8};  
    System.out.println(a);  
}
```

Output: I@674f1c67 6. (14 pts)

Prints out the address not the contents of a.

`Arrays.toString` accepts an array as a parameter and returns a `String` representation of its elements.

- **Must** import `java.util.*`;
- `Arrays` is one of the classes in the `util`'s package.

Arrays.toString

```
import java.util.*;

public class Example
public static void main(String[] args) {
    int[] a = {0, 14, 4, 6, 8};
    System.out.println("a is " +
                        Arrays.toString(a));
}
```

Output:

```
a is [0, 14, 4, 6, 8]
```

Arrays

```
String[] a={"hip", "hip"};
```

```
//hip hip arrays!
```

Arrays

**Why did the programmer
quit his job?**

Because he didn't get arrays.

DigitalSynopsis.com

He didn't get arrays and he didn't get a raise.

Array Lab 1

Write the method `average` which accepts an int array and returns the average of the values.

Write the method `countAboveAve` which accepts an int array and returns the number of values that are above the average. You must call `average`.

Write the method `largest` which accepts an int array and returns the largest value of the array.

Write the method `indexOfsmallest` which accepts an int array and returns the index of the smallest value. If there are multiple smallest values, return the index of the first one.

Array Lab 1

Also write the main method with an array and check to make sure your methods work!

```
public static double average(int[] array){}
public static int countAboveAve(int[] array){}
public static int largest(int[] array){}
public static int indexOfsmallest(int[] array){}
```

Array Lab 2

This lab is on Processing.

Write the Ball class with attributes `center_x`, `center_y`, `change_x`, `change_y`, `radius`(floats) and a color.

Methods:

`update()`

`display()`

Make it bounce on the screen. We have done this before but the the ball was not an object.

Array Lab 2

Create an array of ball objects and make it move on the screen!

Write a method `largestBall` that returns the largest Ball and set it to a different color.

There's a `.pde` template file on my github website if you need some help.

