

Chapter 4.2: Data Types & Data Structures

Arrays

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Objectives

- Understand the term Array
- Be able to explain the advantages of an Array
- Be able to create and use an Array in your code

Key Terms

- Array
 - Append
 - Index
 - Static
 - Dynamic
-

Computer Progression Pathways Codes

Algorithms	Programming & Development	Data & Data Representation	Hardware & Processing	Communication & Networks	Information Technology
A1	P1	D1	H1	C1	I1
A2	P2	D2	H2	C2	I2
A3	P3			C3	I3
	P4				I4
A4	P5	D3	H3	C4	I5
A5	P6	D4	H4	C5	I6
A6	P7	D5	H5		I7
A7					I8
					I9
A8	P8	D6	H6		C6
A9	P9	D7	H7	C7	I11
A10	P10	D8		C8	I12
A11	P11	D9	H8	C9	I13
A12	P12	D10	H9	C10	I14:
A13	P13		H10	C11	I15
	P14				I16
A14	P15	D11	H11	C12.	I17
A15	P16	D12	H12	C13	I18
A16	P17	D13	H13	C14	I19
A17	P18	D14			
		D15			
		D16			
A18	P19	D17	H14	C15	I20
A19	P20	D18	H15	C16	I21
A20	P21	D19			I22
	P21	D20			I23
	P22				
	P23				
A21	P24	D21	H16	C17	I24
A22	P25	D22		C18	I25
A23	P26	D23		C19	I26
A24	P27				I27
A25					I28
A26	P28	D24	H17:	C20	I29
A27	P29	D25	H18		
	P30	D26	H19		

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Introduction

So far we have created variables and assigned a value to that variable. We have done stuff like:

```
firstName = Dylan (string)
DOB = 19/10/1974 (string)
Male = True (boolean)
```

Variables are useful to store one item of data, but what if I wanted to store the details of lots of people? I could use an **ARRAY**! There are other ways as well. But in this section we are going to look at ARRAYS.

So if I were just using variables and wanted to store three different first names I would need to do something like this:

```
firstNameOne = Dylan
firstNameTwo = Sally
firstNameThree = Sofia
```

This would work fine, but what if I wanted to use the program later and forgot how many names I were using or I did not know how many names I was starting off with. Well there is a solution and that solution is an Array.

Arrays

An array is a data structure that groups all related data under one identifier (name). In the example above we have used three identifiers (firstNameOne, firstNameTwo and firstNameThree).

A **static** array is a fixed size which means when you create the array you must specify the number of items it will hold and if you want to store more data it will not let you as it will be full, the size of a static array must be stated when you create it in your code. A **dynamic** array will adjust to let you add more items if required.

Example Static Array

```
Friends [5]
```

This will create a static array that will allow you to store five friends under the identifier name Friends.

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Index

The index is the number of the item. If you wanted to print the third item in the array you could write.

```
print(Friends[3])
```

Pseudocode Example

```
array answers[10]
for index = 0-9
    response = input("Please enter answer" +
        index +1)

    answers[index] = response

next index
print ("Test finished.")
```

Task

Code a quiz in Python your code must ask the user 10 questions and store their answers in an Array. Screen shot your COMMENTED code and stick in the box below. Make sure you crop and resize your image. Look down

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Link at bottom

```
Correct!
Question 6
Which of these is a data type?

a.... Statement
b.... Real
c.... Selection

Make your choice >>>> b
Correct!
Question 7
What is a constant?

a.... A name assigned to a value that can be changed whilst the program is running
b.... A variable that doesn't change
c.... A name assigned to a value that can't be changed

Make your choice >>>> c
Correct!
Question 8
What are true and false represented by in Boolean?

a.... T and F
b.... y and n
c.... 0 and 1

Make your choice >>>> c
Correct!
Question 9
How should you name a variable with multiple words?

a.... Camel case.
b.... Underscores
c.... Just use the space bar...

Make your choice >>>> a
Correct!
Question 10, Final Question
What is the difference between = and ==

a.... One of them can assign items to things whilst the other checks if two values are equal
b.... One of them doesn't do anything
c.... They both check if two values are equal. There's no difference between = and ==

Make your choice >>>> a
Correct!
Here you entered the quiz. You scored 10 out of 10
```

```
print("Question 9")
print("How should you name a variable with multiple words?")
print()
print("a.... Camel case. ")
print("b.... Underscores")
print("c.... Just use the space bar...")
print()
answer = input("Make your choice >>>> ")
if answer == "a" or answer == "b":
    print("Correct!")
    result = result + 1
else:
    print("Incorrect")
quizAnswers.append(answer)

print("Question 10, Final Question")
print("What is the difference between = and ==")
print()
print("a.... One of them can assign items to things whilst the other checks if two values are equal")
print("b.... One of them doesn't do anything")
print("c.... They both check if two values are equal. There's no difference between = and ==")
print()
answer = input("Make your choice >>>> ")
if answer == "a":
    print("Correct!")
    result = result + 1
else:
    print("Incorrect")
quizAnswers.append(answer)

print("Hope you enjoyed the quiz. You scored", result, "out of 10")
print("Here are for no reason your answers", quizAnswers)

with open("quiz.txt", mode="w", encoding="utf-8") as my_file:
    for elements in quizAnswers:
        my_file.write(elements+"\n")

quiz()
```

<https://repl.it/@ManrajLally/Quiz-Chapter-4> Go here for it all

So on my quiz I made a pretty basic one but also created 'quizAnswers'. At the end of each question, the answer that was input was added to quizAnswers using append. At the end I printed quizAnswers to check it worked. At the bottom I also made it so

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quizAnswers was saved to a text file. For fun I added a variable that increased if you got the answer correct and I printed it at the end so the user could see their score out of 10.

Resources

BBC - <http://www.bbc.co.uk/education/guides/zy9thyc/revision>

Python School - <https://pythonschool.net/basics/lists-functions-and-files/>