

COMP1511 17s2

— Lecture 7 —

Array of Sunshine

Andrew Bennett

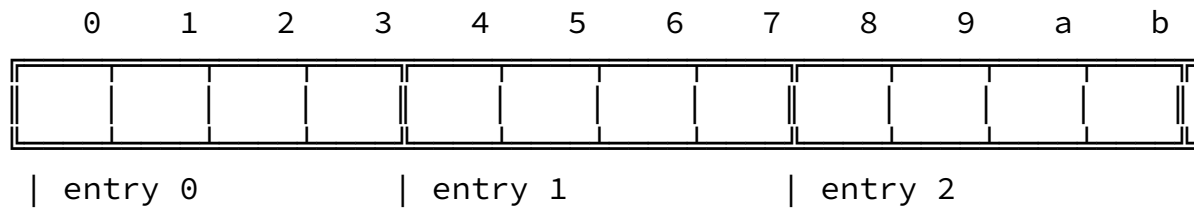
`<andrew.bennett@unsw.edu.au>`

loops and repetition
arrays of data

arrays

Arrays

A series of boxes with a common type,
all next to each other



Why?

Suppose we need to compute statistics on class marks...

```
int mark_student0, mark_student1, mark_student2, ...;  
mark_student0 = 73;  
mark_student1 = 42;  
mark_student2 = 99;  
...
```

becomes unfeasible if dealing with a lot of values
... we'd need hundreds of individual variables!

Why?

Solution: Use an array!

```
int mark[550];  
mark[0] = 73;  
mark[1] = 42;  
mark[2] = 99;  
...
```

Arrays in C

a collection of array **elements**
each element must be the same type

we refer to arrays by their **index**
valid indices for n elements are $0 \dots n - 1$

no real limit on number of elements

we **cannot** assign, scan, or print whole arrays...
but we **can** assign, scan, and print elements

Arrays in C

```
// Declare an array with 10 elements  
// and initialises all elements to 0.  
int myArray[10] = {0};
```

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Arrays in C

```
int myArray[10] = {0};  
// Put some values into the array.  
myArray[0] = 3;  
myArray[5] = 17;
```

| | | | | | | | | | |
|---|---|---|---|---|----|---|---|---|---|
| 3 | 0 | 0 | 0 | 0 | 17 | 0 | 0 | 0 | 0 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Arrays in C

```
int myArray[10] = {0};  
// Put some values into the array.  
myArray[0] = 3;  
myArray[5] = 17;  
myArray[10] = 42; // <-- Error
```

| | | | | | | | | | | |
|---|---|---|---|---|----|---|---|---|---|-----|
| 3 | 0 | 0 | 0 | 0 | 17 | 0 | 0 | 0 | 0 | ??? |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |

Reading an Array

`scanf()` can't read an entire array.
this will only read 1 number:

```
#define ARRAY_SIZE 42
...
int array[ARRAY_SIZE];
scanf ("%d", &array);
```

instead, you must read the elements one by one:

```
int i = 0;
while (i < ARRAY_SIZE) {
    scanf ("%d", &array[i]);
    i++;
}
```

Printing an Array

printf() also can't print an entire array.
this won't compile...

```
#define ARRAY_SIZE 42
...
int array[ARRAY_SIZE];
printf ("%d", array);
```

instead, you must print the elements one by one:

```
int i = 0;
while (i < ARRAY_SIZE) {
    printf ("%d", array[i]);
    i++;
}
```

Copying an Array

given:

```
#define ARRAY_SIZE 5  
int array1[ARRAY_SIZE] = {1, 4, 9, 16, 25};  
int array2[ARRAY_SIZE];
```

this won't compile...

```
array2 = array1;
```

instead, you must copy the elements one by one:

```
int i = 0;  
while (i < ARRAY_SIZE) {  
    array2[i] = array1[i];  
    i++;  
}
```

Array-ception

an array may have elements of any type...
including of array type!
we call these **multi-dimensional** arrays

here's an array of arrays of int:

```
int matrix[3][3] = {  
    {1, 2, 3},  
    {4, 5, 6},  
    {7, 8, 9}  
};
```

it's a two-dimensional array.

```
printf ("%d\n", matrix[1][1]); // outputs... ?
```

Array-ception

the same caveats apply to multi-dimensional arrays:
we can't read, print, or copy the whole array,
but have to copy each non-array element...

this usually means we need to use **nested loops**

```
#define SIZE 42

int matrix[SIZE][SIZE] = { {0} };
int i = 0;
while (i < SIZE) {
    int j = 0;
    while (j < SIZE) {
        scanf ("%d", &matrix[i][j]);
        j++;
    }
    i++;
}
```