

STUDENT OUTLINE

Lesson 18 – Two-Dimensional Arrays

INTRODUCTION:

Two-dimensional arrays allow the programmer to solve problems involving rows and columns. Many data processing problems involve rows and columns, such as an airplane reservation system or the mathematical modeling of bacteria growth. A classic problem involving two-dimensional arrays is the bacteria simulation program presented in the lab exercise, *Life*. After surveying the syntax and unique aspects of these larger data structures, such information will be applied to more challenging lab exercises.

The key topics for this lesson are:

- A. Two-Dimensional Arrays
- B. Passing Two-Dimensional Arrays to Methods
- C. Two-Dimensional Array Algorithms

VOCABULARY:

MATRIX	ROW
COLUMN	LENGTH

DISCUSSION:**A. Two-Dimensional Arrays**

1. Often the data a program uses comes from a two dimensional situation. For example, maps are two-dimensional (or more), the layout of a printed page is two-dimensional, a computer-generated image (such as on your computer's screen) is two dimensional, and so on.

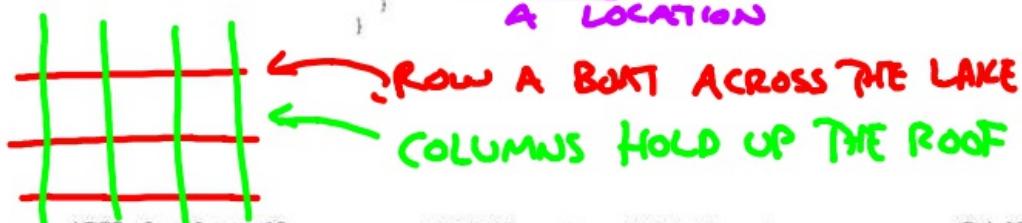
For these situations, a Java programmer can use a two-dimensional array, commonly known as a matrix. This allows for the creation of table-like data structures with a row and column format. The first subscript will define a row of a table with the second subscript defining a column of a table. Here is an example program including a diagram of the array.

Program 18-1

```
class ArrayExample
{
    public static void main (String[] args)
    {
        int[][] table = new int[3][4];
        int row, col;

        for (row = 0; row < 3; row++)
            for (col = 0; col < 4; col++)
                table[row][col] = row + col;
    }
}
```

A LOCATION



[] [] []
→ 3D

GRAPHICAL
REPRESENTATION
OF THE CODE ON
pg 1

table

	0	1	2	3
0	0	1	2	3
1	1	2	3	4
2	2	3	4	5

A DECLARATION

- Two-dimensional arrays are objects. A variable such as `table` is a reference to a 2D array object. The declaration

```
int[][] table;
```

says that `table` can hold a reference to a 2D array of integers. Without any further initialization, it will start out holding `null`.

INSTANTIATION

- The declaration

```
int[][] table = new int[3][4];
```

REQUIRED

says that `table` can hold a reference to a 2D array of integers, creates an array object of 3 rows and 4 columns, and puts the reference in `table`. All the elements of the array are initialized to zero.

- The declaration

```
int[][] table = { {0,0,0,0},  
                  {0,0,0,0},  
                  {0,0,0,0} };
```

does exactly the same thing as the previous declaration (and would not ordinarily be used.)

- The declaration

```
int[][] table = { {0,1,2,3},  
                  {1,2,3,4},  
                  {2,3,4,5} };
```

creates an array of the same dimensions (same number of rows and columns) as the previous array and initializes the elements to the same values in each cell.

- If no initializer is provided for an array, then when the array is created it is automatically filled with the appropriate value: zero for numbers, `false` for `boolean`, and `null` for objects.

7. Just as with one-dimensional arrays, the row and column numbering of a 2-D array begin at subscript location zero (0). The 3 rows of the table are referenced from rows 0...2. Likewise, the 4 columns of the table are referenced from columns 0...3.

8. This particular two-dimensional array `table` is filled with the sums of `row` and `col`, which is accomplished by Program 18-2. To access each location of the matrix, specify the row coordinate first, then the column:

table[row][col] *LOCATION BY SUBSCRIPTING*

Each subscript must have its own square brackets.

9. The length of a 2D array is the number of `rows` it has. The row index will run from 0 to `length-1`. The number of rows in `table` are given by the value `table.length`.

Each row of a 2D array has its own length. To get the number of columns in `table`, use any of the following:

table[0].length
table[1].length
table[2].length

3 ANY 1 OF THESE WILL DO

There is actually no rule that says that all the rows of an array must have the same length, and some advanced applications of arrays use varying-sized rows (known as a "ragged" array). But if you use the `new` operator to create an array in the manner described above, you'll always get an array with equal-sized rows.

10. The routine that assigned values to the array used the specific numbers of rows and columns. That is fine for this particular program, but a better definition would work for an array of any two dimensions.

Program 18-2

```
class ArrayExample2
{
    public static void main (String[] args)
    {
        int[][] table = new int[3][4];
        int row, col;

        for (row = 0; row < table.length; row++)
            for (col = 0; col < table[row].length; col++)
                table[row][col] = row + col;
    }
}
```

REQUESTING BOUNDARIES OF THE OBJECT

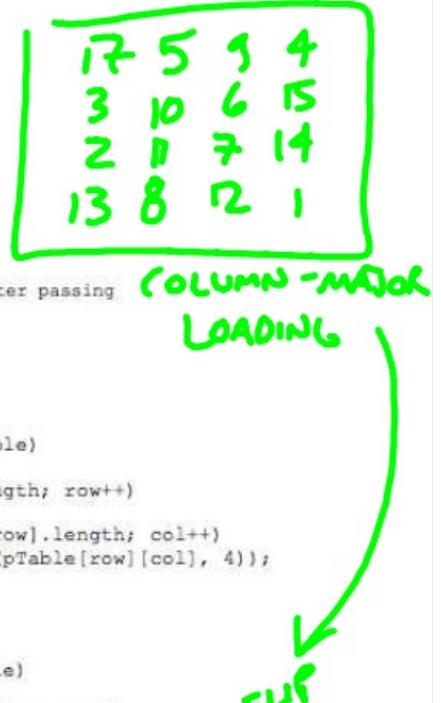
In Program 18-2, the limits of the `for` loops have been redefined using `table.length` and `table[row].length` so that they work with *any* two-dimensional array of `ints` with any number of rows and columns .

B. Passing Two-Dimensional Arrays to Methods

1. The following program will illustrate parameter passing of an array. The purpose of this program is to read a text file containing integer data, store it in a 2-D array, and print it out. The contents of the text file "data.txt" is shown first:

```
"data.txt"  
17 3 2 13  
5 10 11 8  
9 6 7 12  
4 15 14 1
```

Program 18-3



```
// A program to illustrate 2D array parameter passing  
import chn.util.*;  
import apcslib.*;  
  
class Test2D  
{  
    public void printTable (int[][] pTable)  
    {  
        for (int row = 0; row < pTable.length; row++)  
        {  
            for (int col = 0; col < pTable[row].length; col++)  
                System.out.print(Format.right(pTable[row][col], 4));  
            System.out.println();  
        }  
    }  
  
    public void loadTable (int[][] lTable)  
    {  
        FileInputStream inFile = new FileInputStream("data.txt");  
  
        for (int row = 0; row < lTable.length; row++)  
            for (int col = 0; col < lTable[row].length; col++)  
                lTable[row][col] = inFile.readInt();  
    }  
  
    public static void main (String[] args)  
    {  
        final int MAX = 4;  
  
        int[][] grid = new int[MAX][MAX];  
  
        Test2D test = new Test2D();  
  
        test.loadTable(grid);  
        test.printTable(grid);  
    }  
}
```

THE ORIGINAL
MAY BE
MODIFIED.

CBR

2. The loadTable and printTable methods each use a reference parameter, (`int[][] lTable` and `int[][] pTable` respectively). The local identifiers `lTable` and `pTable` serve as aliases for the actual parameter `grid` passed to the methods.

*You Fell
OFF THE MATRIX!*

1 2 3 ←
4 5 6
7 8 9
*Row-Major
PROCESSING*

3. When a program is running and it tries to access an element of an array, the Java virtual machine checks that the array element actually exists. This is called *bounds checking*. If your program tries to access an array element that does not exist, the Java virtual machine will generate an *ArrayIndexOutOfBoundsException* exception. Ordinarily, this will halt your program.

C. Two-Dimensional Array Algorithms

1. The most common 2-D array algorithms will involve processing the entire grid, usually row-by-row or column-by-column.
2. Problem-solving on a matrix could involve processing:
 - a. one row
 - b. one column
 - c. one cell
 - d. adjacent cells in various different directions
3. In ~~the next~~ *A LATER* lesson we will look at a 2-D recursive solution to a rather difficult problem.

*COLUMN-
MAJOR
PROCESSING*

1 4 7 ←
2 5 8
3 6 9

SUMMARY/ REVIEW:

Two-dimensional arrays will be applied to two interesting problems. The simulation of life in a petri dish of bacteria will require a two-dimensional array representation. The second ~~under~~ lab exercises are different versions of the "Knight's Tour" problem, an interesting and demanding chess movement problem.

ASSIGNMENT:

Lab Exercise, L.A.18.1, *Life*
Lab Exercise, L.A.18.2, *Knight's Tour I*

