

Task3:

### What is a 1D Array?

A one-dimensional array is like a list. It stores a fixed-size sequence of elements of the same type.

#### Declaration and Initialization:

```
int numbers[5]; // Array of 5 integers (uninitialized)
```

```
// Initialization at declaration
```

```
int primes[5] = {2, 3, 5, 7, 11};
```

```
// Size can be omitted if initialized
```

```
float temperatures[] = {98.6, 99.2, 97.9};
```

```
// Partial initialization (remaining elements set to 0)
```

```
int scores[10] = {95, 87, 90};
```

#### Accessing Array Elements:

```
int numbers[5] = {10, 20, 30, 40, 50};
```

```
// Access elements using index (0-based)
```

```
printf("%d\n", numbers[0]); // Output: 10
```

```
printf("%d\n", numbers[2]); // Output: 30
```

```
// Modify elements
```

```
numbers[1] = 25;
```

```
numbers[3] = numbers[2] + 5;
```

#### Common Operations:

##### Iterating Through an Array:

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

```
// Using a for loop
```

```
for (int i = 0; i < 5; i++) {  
    printf("%d ", arr[i]); }  
}
```

*// Using while loop*

```
int j = 0;
while (j < 5) {
    printf("%d ", arr[j]);
    j++;
}
```

### Finding Array Length:

```
int arr[] = {1, 2, 3, 4, 5};
int length = sizeof(arr) / sizeof(arr[0]);
printf("Array length: %d\n", length); // Output: 5
```

### Summing Array Elements:

```
int numbers[] = {5, 10, 15, 20};
int sum = 0;
for (int i = 0; i < 4; i++) {
    sum += numbers[i];
}
printf("Sum: %d\n", sum); // Output: 50
```

### Passing Arrays to Functions:

**Arrays are passed to functions by reference (as a pointer to the first element).**

*// Function prototype*

```
void printArray(int arr[], int size);

int main() {
    int data[] = {10, 20, 30, 40};
    printArray(data, 4); // Pass array and its size
    return 0;
}
```

*// Function definition*

```
void printArray(int arr[], int size) {  
    for (int i = 0; i < size; i++) {  
        printf("%d ", arr[i]);  
    }  
    printf("\n");  
}
```

### **Common Pitfalls:**

```
int arr[5];
```

*// Wrong way to get size (in function where array decays to pointer)*

```
void wrongSize(int arr[]) {  
    int size = sizeof(arr) / sizeof(arr[0]); // Won't work as expected  
}
```

*// Array out of bounds*

```
arr[5] = 10; // Undefined behavior - last valid index is 4
```

*// Attempting to assign arrays*

```
int a[3] = {1, 2, 3};
```

```
int b[3];
```

```
b = a; // Compilation error
```

### **Important Notes:**

1. Array indices start at 0, not 1.
2. C doesn't perform bounds checking - accessing out-of-bounds indices leads to undefined behavior.
3. The array name is essentially a pointer to the first element.
4. Arrays cannot be resized after declaration.

## What is a 2D Array?

A 2D array is an array of arrays. It stores data in a tabular form (rows × columns).

```
type arrayName[rows][columns];
```

### Example:

```
int matrix[3][4]; // 3 rows, 4 columns
```

---

## Initializing a 2D Array:

### 1. Complete Initialization:

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

### 2. Row-by-Row Initialization

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

---

## Accessing & Modifying Elements

Use two indices: one for row, one for column.

```
matrix[0][1] = 10; // Set element at row 0, column 1
```

```
int x = matrix[1][2]; // Get element at row 1, column 2
```

---

## Traversing a 2D Array

Nested for loops are used:

```
for (int i = 0; i < rows; i++) {  
    for (int j = 0; j < columns; j++) {  
        printf("%d ", matrix[i][j]); }  
    printf("\n"); }
```

What is a String in C?

A string in C is an array of characters ending with '\0'.

```
char name[10] = "Alice";
```

This is equivalent to:

```
char name[10] = {'A', 'l', 'i', 'c', 'e', '\0'};
```

## Declaring and Initializing Strings

### 1. Direct Initialization

```
char city[] = "Paris";
```

### 2. Character-by-Character

```
char city[6] = {'P', 'a', 'r', 'i', 's', '\0'};
```

## Reading Strings:

### 1. Using scanf (reads up to whitespace)

```
char name[20];
```

```
scanf("%s", name);
```

### 2. Using gets() (unsafe, not recommended)

```
gets(name);
```

### 3. Using fgets() (safe alternative to gets)

```
fgets(name, sizeof(name), stdin);
```

## Printing Strings

```
printf("%s", name);
```

Here are some useful standard functions:

Function	Description
<code>strlen(str)</code>	Returns the length
<code>strcpy(dest, src)</code>	Copies <code>src</code> to <code>dest</code>
<code>strcat(dest, src)</code>	Concatenates <code>src</code> to <code>dest</code>
<code>strcmp(str1, str2)</code>	Compares two strings
<code>strrev(str)</code>	Reverses string <i>(non-standard, may not be available on all compilers)</i>

Searching:

<https://codeforces.com/group/MWSDmqGsZm/contest/219774/submission/316020473>

Lowest Number:

<https://codeforces.com/group/MWSDmqGsZm/contest/219774/submission/316022365>

sorting:

<https://codeforces.com/group/MWSDmqGsZm/contest/219774/submission/316023754>

Matrix:

<https://codeforces.com/group/MWSDmqGsZm/contest/219774/submission/316144081>

Mirror Array:

<https://codeforces.com/group/MWSDmqGsZm/contest/219774/submission/316146497>

Max Subsequence:

<https://codeforces.com/group/MWSDmqGsZm/contest/219856/submission/316149839>

Count Words:

<https://codeforces.com/group/MWSDmqGsZm/contest/219856/submission/316152529>