

# Arrays



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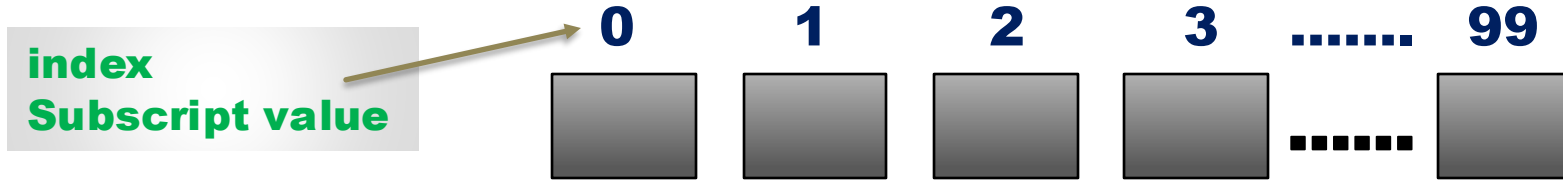
# Agenda

- **Introduction to Array**
- **Array Declaration Rules**
- **Bound Checking**
- **Example Programs**
- **Sorting**
- **Function Call by Passing Arrays**
- **Two Dimensional Arrays**
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# **Introduction to Array**

- **Array is a linear collection of similar elements.**
- **Array is also known as subscript variable**
- **Array is a group of variables.**

# Write a program to calculate average of 100 numbers.



[ ] → subscript operator

```
int main()
{
    int arr[100];
}
```

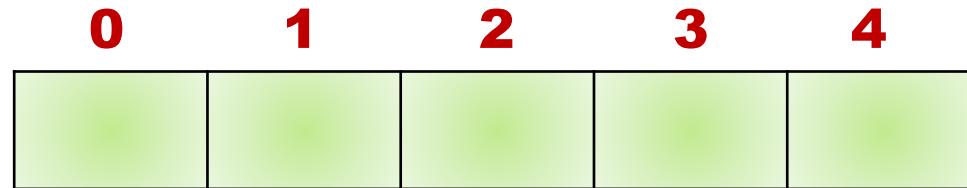
# Array Declaration Rules

1. `int a[ ];` → **// Error** can't be empty

2. `int a[5];` →

- Natural number
- Total number of variables in array
- Not an index

3. `int a[5];`



- local array when not initialized contains garbage values.

- whatever is the size of an array it always consumes memory in a sequential fashion.

#### 4. You can initialize array during declaration

- **int a[5] = {10, 20, 30, 40, 50};**

<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>10</b>	<b>20</b>	<b>30</b>	<b>40</b>	<b>50</b>

#### 5. You cannot initialize an array during declaration more than its size

- **int a[5] = {10, 30, 40, 50, 60, 70};** **—————> Error**

## 6. You can initialize an array during declaration with lesser values than the size of an array.

- `int a[5] = {10, 20};`

0	1	2	3	4
10	20	0	0	0

❑ Remaining variables in array will contain 0, and not garbage value.

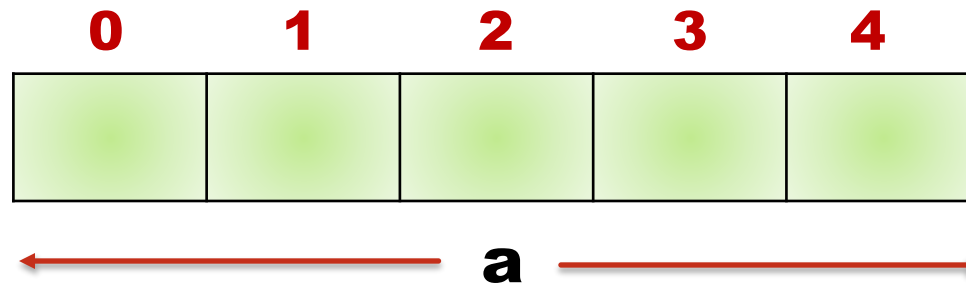
## 7. During declaration you can leave [ ] empty only when you initialize array at the same time.

- `int a[ ] = {10, 20, 30, 40, 50};`

0	1	2	3	4
10	20	30	40	50

# Bound Checking

- `int a[5] = {10, 20, 30, 40, 50, 60, 70};` —————→ **Error**



```
int main()
{
    int Arr[5],x;
    cout<<"Enter Values : ";
    for(x=0; x<=10; x++)
        cin>>Arr[x];
}
```

**No Bound Checking  
Concept in C Language**



# Example Programs

- **Write a program to calculate the sum of numbers stored in an array of size 10. Take array values from the user.**

# Example Programs

- **Write a program to calculate the sum of all even numbers and sum of all odd numbers, which are stored in an array of size 10. Take array values from the user.**

# Sorting

- Arranging elements in some logical order is known as sorting
- By default, for numbers sorting means arranging elements in ascending order

## Example

**Given Array** →

0	1	2	3	4
30	10	50	20	40

**Sorted Array** →

10	20	30	40	50
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# Function Call by Passing Arrays

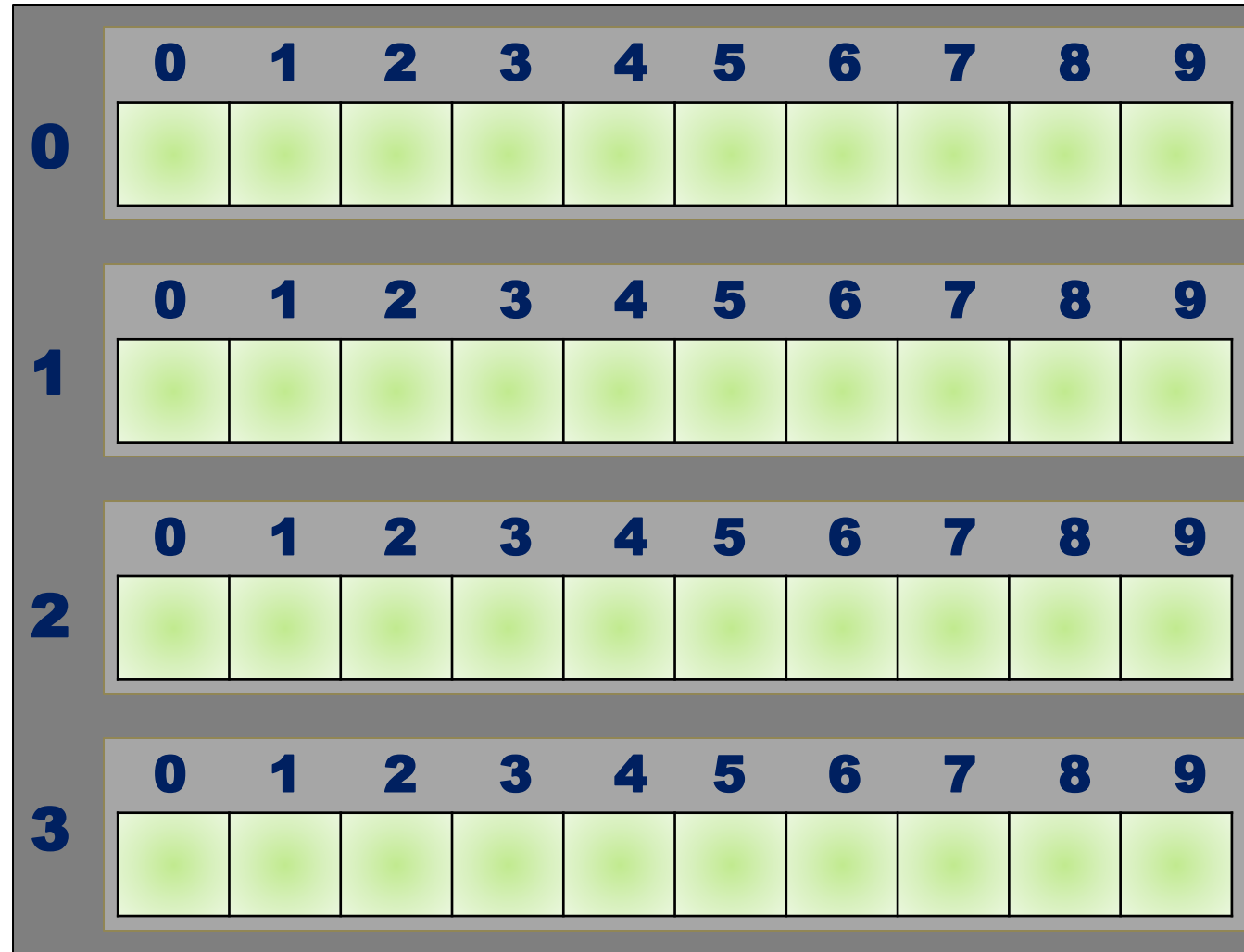
```
void F1(int Arr1[])
{
    for(int x=0; x<5; x++)
    {
        Arr1[x]+=1;
    }
}
int main()
{
    int Arr[] = {1,2,3,4,5};
    F1(Arr);
    for(int x=0; x<5; x++)
        cout<<Arr[x]<<" ";
}
```

**RAM**

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# Two Dimensional Arrays

```
int arr[4][10];
```



← arr →

```
int Arr[3][4][10];
```

[illegible]