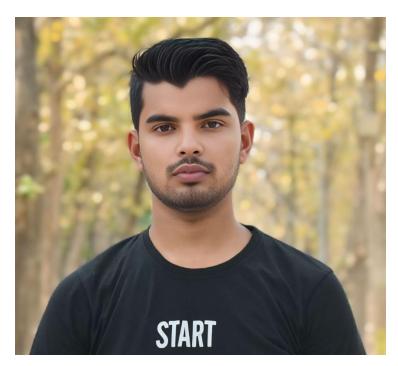
DSA through C++

Array Data Structure



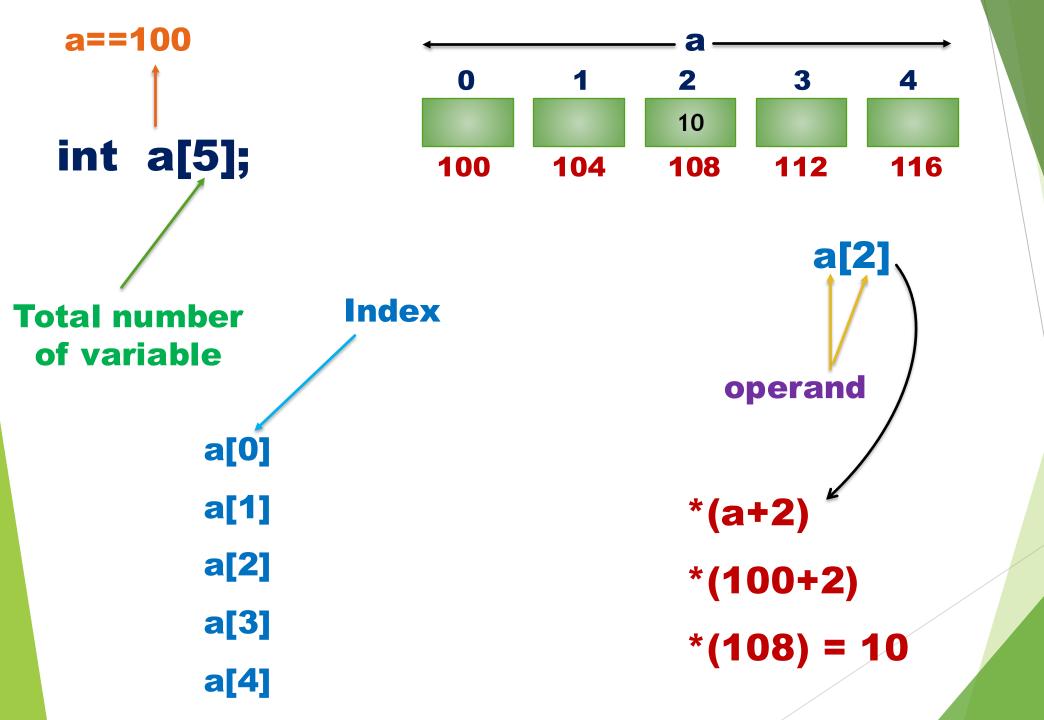
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Agenda

- About Arrays
- When to use Arrays?
- Discuss approach to solve a problem
- Conclusion
- Abstract Data Type

About Arrays

- Array is a linear collection of similar elements.
- Array elements are indexed.
- The name of the array is treated as a constant which represents address of the first byte of the array.
- [] is called subscript operator



- Accessing Array elements is fast.
- It takes constant time to access any item of the array it index is known.

```
int a[ 100000 ];
```

```
      0
      1
      2
      3
      .......

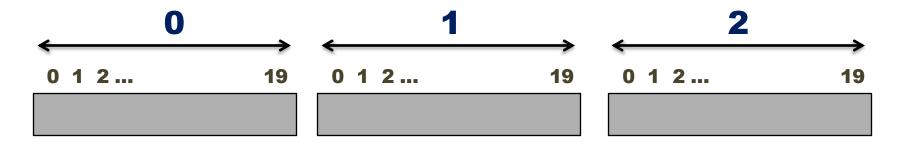
      99999
```

```
a[99999] \rightarrow *(a+99999)
a[10] \rightarrow *(a+10)
a[0] \rightarrow *a(a+0)
```

When to use Arrays?

- whenever group of related data is need to be stored.
- when data is in a group of groups.

int a[3][20];



- To solve a programming problem,
- You have to store data of 100 students.
- How can you implement it?

- Suppose you have created an array as: int a[100];
- And assume that you have stored some out of 100 data in this array.

Now answer following questions:

- 1. How many elements are stored in the array?
- If suppose 10 elements are stored and then I want to store one more element at index 2.
 Can we do it as a[2] = data;
- 3. How to guard against overflow or underflow?
- 4. How to know that whether a value at a given index is valid or garbage?
- 5. How to delete an element?

Conclusion

- Array में left to right data store करना है
- Overflow को check करने के लिए एक Capacity variable की जरूरत होगी |
- एक Last_Index variable की जरूरत है की कितना filed elements array में है
- We need to create an array data structure in C++.

 Define a class Array with appropriate number of variables and functions

Abstract Data Type

Properties:

Method:-

- 1. Capacity
- 2. Last_Index
- 3. ptr

Array should be created dynamically

ptr = new int[size];

- 1. Create_Array()
- 2. append()
- 3. insert()
- 4. del()
- **5.** edit()
- 6. search();
- 7. Constructor
- 8. Destructor