

Arrays

Creating Arrays

You can list the values:

```
val a = arrayOf(1,2,3,4,5)
```

You can specify a function from indexes to values:

```
val aa = Array(10) { i -> i + 1 }
```

Accessing Values

```
println(a[3])  
println(aa[0])
```

Changing Values

```
aa[3] = 9
```

You cannot add to an Array.

Functions and Methods

You can use `forEach`

```
aa.forEach(::println)
```

The `IntArray` Type

The `IntArray` type is slightly optimised to work with integers.

```
val intArray: IntArray = IntArray(4) { i -> i }
```

2D Arrays

```
private val board: Array<Array<Stone>> = Array(19) { Array(19) {  
    Stone.NONE} }  
fun playAt(coord: Coordinate, stone: Stone) {  
    val (x,y) = coord  
    board[x][y] = stone  
}
```