

Arrays

P109

1) package com.jspiders.arrays;

public class Demo1

{ psvm (String[] args)

{ Sop ("Program starts...");

int[] intArray = new int[5];

Sop ("array name: " + intArray);

Sop ("Total elements: " + intArray.length);

Sop ("2nd element: " + intArray[1]);

Sop ("Array elements are");

// normal for loop

for (int i=0; i&lt;intArray.length; i++)

{ Sop (i + " element is " + intArray[i]);

}

Sop ("-----");

// for each loop

for (int k:intArray)

{

Sop ("element " + k);

}

Sop ("Program ends...");

}

{

Program starts...

array name: [I@3479404a

Total elements: 5

2nd element: 0

Array elements are

Declaration:

arraytype[] arrayname;

or

arraytype arrayname[];

Initialize:

arrayname = new arraytype[size]

always int type

Op continued...

0 element is 0

1 element is 0

2 element is 0

3 element is 0

4 element is 0

element 0

element 0

element 0

element 0

element 0

Program ends



```

2) package com.jspiders.array array;
import java.util.Arrays;

public class Demo2
{
    public static void main (String[] args)
    {

```

```
        System.out.println("Program starts...");
```

```
        int[] intArray = new int[5];
```

```
        intArray[0] = 67;
```

```
        intArray[1] = 12;
```

```
        intArray[2] = 35;
```

```
        intArray[3] = (int) 28.98;
```

```
        intArray[4] = 41;
```

```
        System.out.println("array elements before sort:");
```

```
        for (int k : intArray)
```

```
        {
            System.out.print(k);

```

```
        Arrays.sort(intArray);
```

```
        System.out.println("array elements after sort:");
```

```
        for (int k : intArray)
```

```
        {
            System.out.print(k);

```

```
        System.out.println("Program ends...");
    }
}

```

O/p: Program starts:  
array elements before sort:

67

12

35

28

41

Continued... array elements after sort

12

28

35

41

67

Program ends...

before sort

after sort

0	67	int type	12	0
1	12	"	28	1
2	35	"	35	2
3	28	"	41	3
4	41	"	67	4

```

3) P111
package com.jspiders.array;
import java.util.*;
public class Demo3
{
    psvm (String[] args)
    {
        Sop ("Program starts...");
        String[] strArray = new String[5]; // array of String type
        strArray[0] = "demo";
        strArray[1] = "zen";
        strArray[2] = "abc";
        strArray[3] = "Sample";
        strArray[4] = "132";
        Sop ("array elements");
        for (String si: strArray)
        {
            Sop (si);
        }
        Arrays.sort (strArray);
        Sop ("sorted elements");
        for (String s1: strArray)
        {
            Sop (s1);
        }
        Sop ("Program ends...");
    }
}

```

O/p:-

```

Program starts...
array elements
demo
zen
abc
Sample
132

```

Continued...

```

sorted elements
132
abc
demo
Sample
zen
Program ends...

```



P112  
4) package com.jspiders.array;

class A

{  
}

class B extends A

{  
}

class C extends B

{  
}

public class Demo4

{  
  psvm(String[] args)

{  
  Sop("Program starts...");

  A[] array1 = new A[5]; // array of A type

  array1[0] = new A();

  array1[1] = new C(); // C casted to A type

  array1[2] = new B(); // B casted to A type

  array1[3] = new A();

  array1[4] = new C(); // C casted to A type

  Sop("Array elements ");

  for (A a : array1)

  {

    Sop(a);

  }

  Sop("Program ends...");

}

}



## Arrays

- 1\*) Array is a Collection or homogeneous.  
In an array we can store similar.
- 2\*) Derived arrays are declared using derived Class.

- 3\*) Array can be initialized using
  - \* Dimension
  - \* Array initializer

- 4\*) Ex: Dimension:

```
int[] array1 = new int[5]
```

While using dimension the size of the array should be specified. Whenever an array is initialized using dimension the default value will be stored in each element.

- 5\*) Ex: Array Initialization:

```
int[] array1 = {10, 20, 30, 40, 50};
```

Using array initializer the elements are specified with comma separation.

- 6\*) We can refer each element of an array using Index.

- 7\*) Java provides class named Array which contains several methods like sort and search...

- 8\*) If we declare the array of Object type, we can store array type of data.

- 9\*) In this type of array each element is of Object type.



3) import java.util. Scanner

class A

{

}

class B

{

}

~~public class Demo1~~

public class Demo1

{

psvm (string[] args)

{ object[] objArray = new Object[5];

objArray[0] = "text";

objArray[1] = new class A;

objArray[2] = new class B;

objArray[3] = new String Builder("demo");

objArray[4] = new Scanner(System.in);

Sop("obj array elements");

for (Object obj : objArray)

{

Sop(obj);

}

}

Sop("Program ends...");

O/p:- Program starts...

Object array element

test

Com. jspidore, array demo. A@3eca90

Com. j's

demo

java.util.Scanner [definitors

## Wrapper Class

11x

Java provides Wrapper class to convert primitive type to an Object type.

12x

For every primitive type, wrapper class type is existing.

13x

All wrapper classes are available in java.lang package.

14x

The numeric

inherit an abstract class by Name: Number.

15x

All Wrapper Classes are final Class.

16x

In each Wrapper Class

the toString() method, equals() and hashCode() methods are overridden.



## Data type

## Wrapper Class

byte	→	Byte	→	byte Obj
short	→	Short	→	short obj
int	→	Integer	→	int obj
long	→	Long	→	long obj
float	→	Float	→	float obj
double	→	Double	→	double obj
char	→	Character	→	char obj
boolean	→	Boolean	→	boolean obj

P114

4) package com.jspiders.array.demos;

```
public class Demo2
```

```
{ psvm (String[] args)
```

```
{
```

```
    Sop ("Program starts...");
```

```
    Integer intObj = new Integer (56); // boxing operation
```

```
    /* Integer intObj = 56; auto boxing [from jdk 1.5 onwards] */
```

```
    Sop ("intObj: " + intObj);
```

```
    int k = intObj.intValue(); // unboxing operation
```

```
    Sop ("k = " + k);
```

```
    Sop ("Program ends...");
```

```
}
```

O/p

Program starts

intObj: 56

k: 56

Program ends

17\* Converting primitive type to Object type is known as boxing operation. The boxing operation is done by using Wrapper Class.

18\* Converting a boxed Object back to a primitive type is known as unboxing operation.

19\* If compiler does boxing on its own it is known as auto boxing.

20\* Each wrapper class provides a method to get the primitive value [intValue()].