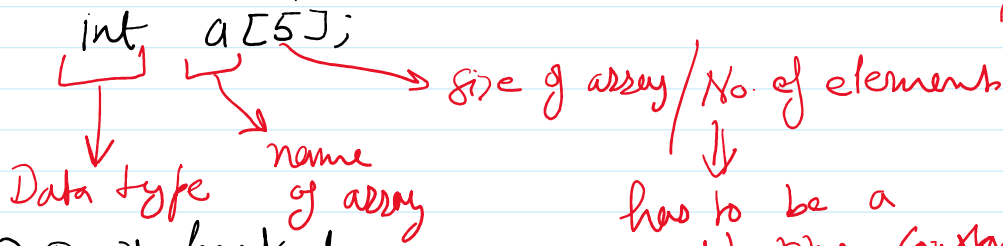


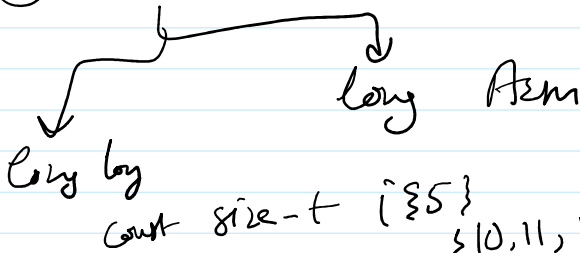
Single Dim Array → X



~~const int i {5}~~
~~int a[i]~~ X

has to be a compile time constant

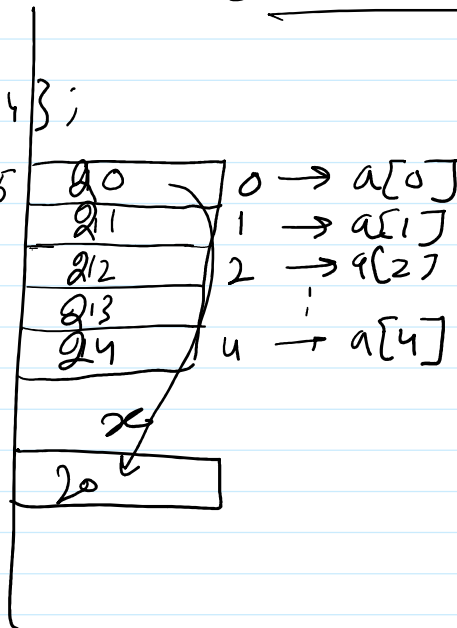
- ① Don't hardcode
- ② use const keyword
- ③ `size_t`



int a[i]

```
for (size_t i {0};
     i < i;
     i++) {
    a[i] += 10;
}
```

0xABF5
 BF9
 BFC
 ...



Range based for loop

→ for (int x : a)
 cout << x << endl;

Break

```
while (true)
{
    if (con)
        break;
```

Continue

```
for (size_t i {0}; i < 5; i++)
{
    ...
```

```
if (con)
    break;
```

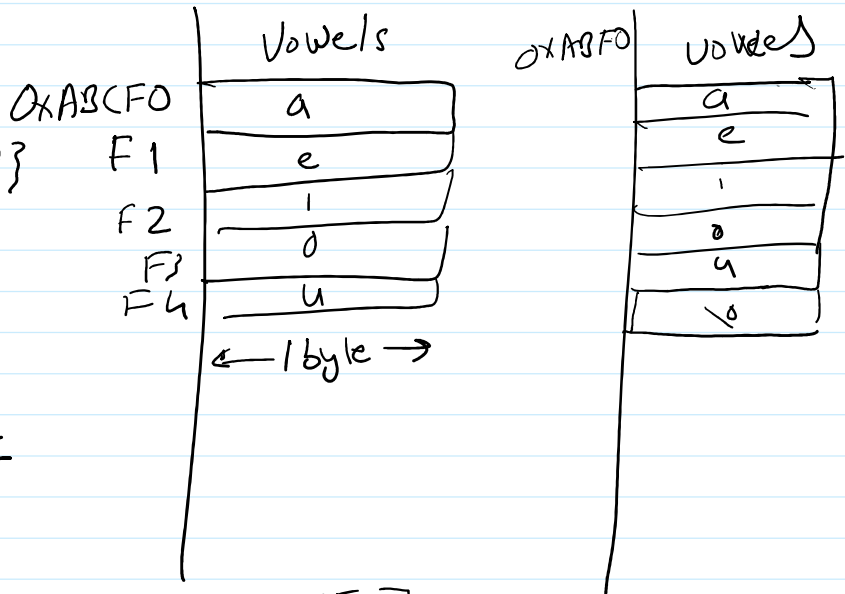
```
}
// (condition)
continue;
}
```

Array of Characters and using them as strings

```
char vowels[] {'a', 'e', 'i', 'o', 'u'};
```

```
char vowels[5] { "aeiou" }
```

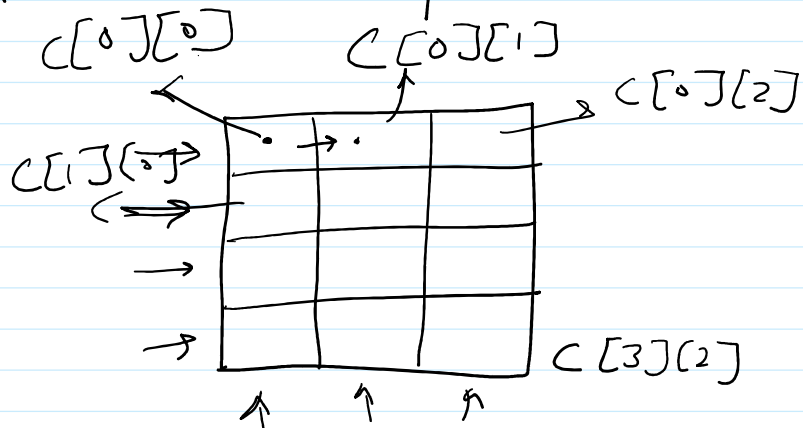
String → always
end with
null char
'\0'



Two-dim Array

```
int c[4][3]
```

↓ data type ↓ name ↓ Row Count ↓ Column Count

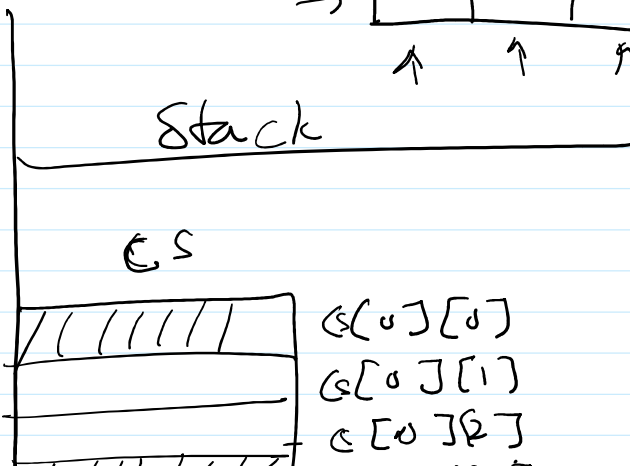


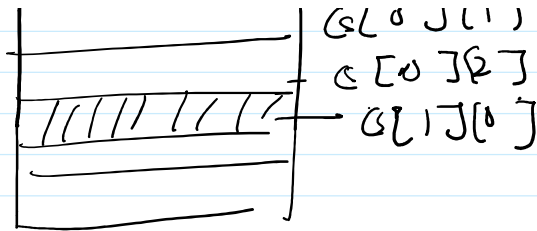
```
c[0][1] = 10;
```

```
const int COLS {4}
```

```
const int ROWS {3}
```

```
int c[COLS][ROWS]
0xABCF0
```





```
for (size_t r{0}; r < Rows; r++)
    for (size_t c{0}; c < Cols; c++)
        G[r][c] = 10;
```

CS[]
↓
Row ref
CS[] []
↓
G

Three - dim Array

int book[3][4][3]
↓ ↓ ↓
Page Row Col

0	*	*	*
*	0	0	
	0	0	

View

↓
GUI

char seats[20][10] → Model
initialize →

```
for (
    for seats[i][j] = '*';
```

Show for for

cout << seats[i][j]
end

Book / take input

cin >> A5

Process

n → 0 → i

Praxis

A → 0 → i
5 → 4 → j

sets[i][j] = '0';

Exel

1	0	1
1	2	3
1	1	5

