## **Arrays**

## Introduction

This unit covers how to use data structures that store more than one value.

## **One Dimensional Arrays**

Arrays are used to store multiple values of a single type into one variable.

#### **Information about Arrays**

- Arrays can store primitives or objects.
- When an array is created its size is set and cannot be changed later.
- Arrays store and access values based on **indexes**, locations where values are stored.
- Each value stored by an array is called an **element**.
- The first index in an array is at index 0
- The last index is (number of elements stored) -1.
  - For example, an array that stores 8 elements would have a starting index of 0 and ending index of 7.
- When an array is created its values will be initialized to 0 automatically, false for boolean arrays.

### **Creating a One Dimensional Array**

#### Creating a 1D array when the size is known but the values are not.

```
type[] name = new type[size];
```

#### **Example:**

```
int[] numbers = new int[5];
// would store 5 integer values
```

#### Creating a 1D array when the size and values are known

```
type[] name = {value, value, value, value, ..., value};
```

#### **Example:**

```
String[] names = {"Joe", "Bill", "Jane"};

/* would store "Joe" at index 0, "Bill" at index 1

and "Jane" at index 2*/
```

#### Getting the size of a 1D array

```
name.length
```

#### **Example:**

System.out.println(names.length);

#### **Output:**

```
Assigning or changing values in an array after it has been created
```

```
\underline{name[index]} = \underline{value};
```

#### **Example:**

```
names[1] = "Tina";
```

## Accessing the value at an index

name[index]

#### **Example:**

```
System.out.println(names[0]);
System.out.println(names[1]);
System.out.println(names[2]);
```

### **Output:**

Joe Tina

Jane

### **Printing all the values**

### **Example:**

#### **Output:**

Joe

Tina

Jane

## **Two Dimension Arrays**

Two dimensional arrays are arrays that store arrays. The data in the array is accessed with row and column values.

#### Creating a 2D array when the size is known but the values are not

```
type[][] name = new type[number of rows][number of columns];
```

#### **Example:**

```
char[][] ticTacToeBoard = new char[3][3];
```

```
Creating a 2D array when the size and values are known
       type[][] name = {{value, value, value, value, value, value},
                      {value,value,value,...,value,value},
                      {value, value, value, value, value, value},
                      {value, value, value, value, value, value}};
       Example:
              int[][] numGrid = { 2,3},
                                     \{7,4\},
                                     \{1,3\},
                                     {4,6};
Getting the number of rows that a 2D array has
       name.length
       Example:
              System.out.println(numGrid.length);
       Output:
              4
Getting the number of columns that a 2D array has
       name[0].length
       Example:
              System.out.println(numGrid[0].length);
       Output:
Assigning or changing values in an array after it has been created.
       \underline{\text{name}[\text{row}][\text{column}]} = \underline{\text{value}};
Accessing the value at an index
       name[row][column]
       Example:
               System.out.println(numGrid[3][1]);
              numGrid[3][2]=1;
              System.out.println(numGrid[3][1]);
```

**Output:** 

6 1

```
Printing all the values
```

```
for(int r = 0; r < \underline{\text{name}}.\text{length}; r++)
        typeOfArray[] row = name[r];
        for(int c = 0; c < row.length; c++)
                System.out.print(name[c] + "");
        System.out.print("\n");
}
Example:
        for(int r=0; r<numGrid.length;r++)</pre>
        {
                int[] row = numGrid[r];
                for(int c = 0; c < row.length; c++)
                        System.out.print(row[c]+"");
                System.out.print("\n");
        }
Output:
        23
        74
        13
        4 1
```

## For Each Loop

A for each loop is a special for loop for going through all the items in a data set.

#### Format for a for each:

```
for(<u>typeOfDataInArray variableName</u>: <u>arrayName</u>) // code using the variableName
```

The loop will run once for every item in the array and each time variableName will store a different value from the array.

#### **Example:**

```
int nums[] = {4,8,7};
int sum = 0;
for(int x: nums)
sum+=x;
```

System.out.println("The sum of the data set is "+ sum);

#### **Output:**

The sum of the data set is 19

## **Example:**

## **Turning a String into a char Array**

The following code will create a char array containing the same text as a String.

#### Format for getting a char array from a String:

```
char[] arrayName = StringName.toCharArray();
```

## **Example:**

```
String s = "This is a string";
char[] textArray = s.toCharArray();
```

## **Arrays Class**

The Arrays class has methods to perform operations on arrays.

#### **Math Methods**

Method	Description
sort( <u>arrayName</u> )	Sorts the given array.
toString(arrayName)	Prints the given 1D array
deepToString(arrayName)	Prints the given multi-dimensional array

# **Blue Pelican Sections**

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# **Terms**

Array	A structure for storing multiple values in a single variable.
Element	A single value stored by an array.
Index	A location in an array, where a value is stored.