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Assignment 4 – arrays, 2D arrays

#1. [warm-up]

- Declare and initialize an array *num[10]* of type *int*, such that the value at index *i* is *i+1*.
- Modify your code to replace the values in the array with their square. E.g., if *num[i] = 5*, then *num[i] = 25*
- Return the sum of values in the array

#2. [final grades]

- Write a program that reads grades from an array and computes the following: class average, max grade, and min grade. The program needs to ask the user how many students there are in the class in order to create & fill the array.
- Create a separate array that captures the distribution of these grades and lets the user know the percentage of students that falls in the different ranges.

#3. [reverse an array]

- Write a program that reads characters in an array *A* and prints them in reverse.
- Modify the program to copy the content of array *A*, in reverse order, in an array *B*. Display the content of both arrays.
- Read the sequence of characters in both arrays from *[0]* to *[n-1]*. Is it the same?

#4. [arrays @ w3resources] Exercises 32-36, 38, 42, 54, and 58.

#5. [merge]

- Write a program that reads two sorted arrays *A[m]* and *B[n]*, in parallel, and outputs their elements in ascending order. For simplicity, start with *m=n* and then modify the program so *m≠n*.
- Modify the program to store the elements in a third array *C[m+n]*. Don't forget to account for duplicates.

#6. [for-patterns] Redo the *for*-patterns in Assignment 3. Instead of printing the pattern, save it into a 2D array.

#7. [grid]

- Prompt the user for two integers *m* and *n* and create an *m x n* grid. The value at the (*i*, *j*) position is *i + mj*. Fill the grid with the appropriate value by traversing rows first, and cols second.

0	5	10	15	20	25
1	6	11	16	21	26
2	7	12	17	22	27
3	8	13	18	23	28
4	9	14	19	24	29

- Iterate the grid by traversing cols first, and rows second. Here, let the value at position (*i*,*j*) be *k++*, where *k* is initialized to 0 prior to looping. Print the grid. Is it the same as the grid above?

### #8. [sum of rows & cols]

Prompt the user for 9 number that you will read in a 2D array. You can do so in more than one way: either one number at a time *or* 3 at a time. Then compute the sum of each row and column and output the elements in the following format:

ARRAY			ROW SUM
1	2	3	6
4	5	6	15
7	8	9	24
COLUMN SUM			
12	15	18	

### #9. [TIC TAC TOE]

Write a program that allows a user to play tic tac toe. The program should ask for moves alternating between player X and player O. Alternatively, the second player can be the machine. The program displays the game positions (1-9) and when a player selects a position, their move is entered, and the new board configuration is displayed. The board on the left is the original board. The board on the right shows the configuration after 4 moves.

1	2	3	X	X	O
4	5	6	4	5	6
7	8	9	O	8	9

The game ends when a player has 3 Xs or 3 Os spanning across the board (horizontally, vertically, or diagonally), or there are no more moves that can be made.

### #10. [pascal Δ]

In the pattern below, boundaries aside, every row can be computed from the previous row. The element at position (i,j) is the sum of the elements at position (i-1, j-1) and (i-1, j). Reproduce and print the pattern.

```
1
1 1
1 2 1
1 3 3 1
1 4 6 4 1
1 5 10 10 5 1
1 6 15 20 15 6 1
```