

# Array 1 (Summarizing) Assignment

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What is Array?

Collection of Variables of the Same Data Type

Ex)

int value1;

int value2;

int value3;

...

int value1000;

The Array can be represented in this way.

value1	value2	value3	...	...	...	...	....	value999	value1000
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Many variables of the same data type to be used for the same purpose.

Ex)

value[0]	value[1]	value[2]	...	...	...	...	....	value[998]	value[999]
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\*One thing to be careful about is counting from the number zero.

## 1-Dimensional Number Array

It is expressed in this way. -> `data_type array(variable)_name[index];`

What is index?

index : number of elements in the array

you can use the macro or constant type declared through `#define` for index.

Ex)

`int jangbaljang[24601];` -> It is an array with a range of 24601

`#define Stress 100`

`float midterm[Stress];` -> It is an array with a range of 100

-Index may be an integer expression

Ex) `value[3*min+20]`

`value[j] = value[j-2] / value[(j-1)*3];`

Expression must have value within the index limit.

What happens if run code out of range?

Ex code)

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    int a[777];
```

```
    for (int i = 0; i < 888; i++)
```

```
        A[i] = i;
```

```
}
```

-> Overflow occurs.

So, when using an array, you must keep the range of the specified index.

-All Array Elements Are Stored in Contiguous Memory Locations. (not initialized)

!@#\$	&*@( value[0]		*&^% value[1]		—<>? value[999]				\$1#% value[999]
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-Each Array Element Must Be Initialized Before Use.

Ex code)

```
value[0] = 33;
```

```
value[2] = value[1] + 475;
```

## A Major Use of an Array

-Combined with a Loop, Accumulate Values of Many Variables

Ex code1)

```
int i, JangBalJang[24601];  
for (i = 0; i < 24601; i++)  
{  
    printf ("\n type a grade: ");  
    scanf ("%d", &JangBalJang[i]);  
}
```

Ex code2)

```
int i, gaus[100];  
int count, total;  
  
total = 0; count = 100;  
for (i = 0; i < count; i++)  
    total = total + gaus[i];
```

Ex code3) (finding a minimum in an array of numbers

```
int i, value[1000];
```

```
int count, minValue;
```

```
minValue = value[0];
```

```
count = 1000;
```

```
for (i = 1; i < count; i++)
```

```
    if (value[i] < minValue)
```

```
        minValue = value[i]
```

-array overflow & underflow

Ex) overflow

When variable declared -> int JangBalJang[24601];

If you input a number to JangBalJang[24601], JangBalJang[25555]

->overflow occurs. (when over the maximum of index)

Ex) underflow

When variable declared -> int JangBalJang[24601];

If you input a number to JangBalJang[-24601], JangBalJang[-1]

->underflow occurs. (when below zero)

-Initialization in array

Ex) `int value[50] = {11, 22, 33, 44, 55};`

->from `value[0]` to `value[4]` were initialized by the specified value.

And `value[5]` to `value[49]` are initialized to zero.

If) When all are initialized to zero.

Can modify the code as follows.

->`int value[50] = {0, };`

-Initialization in array(use `#define`)

Ex)

```
#include <stdio.h>
```

```
#define Crime_num 50
```

```
int main(void)
```

```
{
```

```
    int JangBalJang[Crime_num] = {0, };
```

```
    for (int j = 0; j < Crime_num; j++)
```

```
        JangBalJang[j] += 2;
```

```
}
```

## -Advantages and Disadvantages of Array

Advantages : "Direct" (Random) Access to Any Element Is Possible.

Disadvantages :

- Moving Elements Is Expensive.
- Potential Memory waste : Usually a much larger memory space is allocated than necessary.
- Re-Sizing an Array Is Expensive or Not Possible. : Usually array size is fixed.
- Deleting Elements Within an Array Leaves Holes : explicit memory waste

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## 2-Dimensional Array

It is expressed in this way. -> `data_type array(variable)_name[i][j];`

Also, it can be expressed in the table as follows.

(Array that can store 15 pieces of data)

0,0	0,1	0,2	0,3	0,4
1,0	1,1	1,2	1,3	1,4
2,0	2,1	2,2	2,3	2,4

`data_type array(variable)_name[i][j];`

i = maximum number of rows (on the table i is 3)

j = maximum number of columns (on the table j is 5)

ex)

`float midterm_score[students][tests];`

Every array element is a variable.

### -Assignment to a 2-Dimensional Array

The first row can be expressed as follows. -> `value[0][j];`

The Second column can be expressed as follows. -> `value[i][1];`

### -Initializing a 2-Dimensional Array

Ex) `int value [4][3] = {{1, 2, 3}, {4, 5, 6}, {7, 8, 9}, {10, 11, 12}};`

1	2	3
4	5	6
7	8	9
10	11	12



## 2-Dimensional Array – Nested Loop

Ex)

```
int value [1000][100];
```

```
int rnum=1000, cnum=100;
```

```
int rx, cx;
```

```
for (rx=0; rx < rnum; rx += 1)
```

```
{
```

```
    for (cx = 0; cx < cnum; cx += 1)
```

```
        printf("%d", value[rx][cx]);
```

```
    printf("\n");
```

```
}
```

->low[0][cx] (cx start zero to finish 99)

->low[1][cx] (cx start zero to finish 99)

->low[2][cx] (cx start zero to finish 99)

...

->low[999][x] (cx start zero to finish 99)

## 2-Dimensional Array – Initialization

Ex)

```
int value [1000][100];
```

```
int rnum=1000, cnum=100;
```

```
int rx, cx;
```

```
for (rx=0; rx < rnum; rx += 1)
```

```
{
```

```
    for (cx = 0; cx < cnum; cx += 1)
```

```
        value[rx][cx] = 0;
```

```
}
```

➔ Value[0][0] = 0, [0][1] = 0, [0][2] = 0,... , [999][99] = 0

## 2-Dimensional Array – find min or max

```
int min;
```

```
min = value[0][0]
```

```
for (rx=0; rx < rnum; rx += 1)
```

```
{
```

```
    for (cx = 0; cx < cnum; cx += 1)
```

```
    {
```

```
        If (min > value[rx][cx])
```

```
            Min = value[rx][cx];
```

```
}
```

## 2- Dimensional Array – Nested Loop – Access one row/col

Ex)

```
int value [1000][100];
```

```
int rnum=1000, cnum=100;
```

```
int rx, cx;
```

```
for (cx = 0; cx < cnum; cx += 1)
```

```
    value[1][cx] = 0;
```

```
for (rx = 0; rx < rnum; rx += 1)
```

```
    value[rx][1] = 0;
```

	0			
0	0	0	0	0
	0			
	0			

-This is how it appears in the table.

## 2- Dimensional Array – Matrix multiplication

Multiplication between two matrices is defined by

$A = l * m \leftarrow (\text{rows} * \text{columns})$

$B = m * n \leftarrow (\text{rows} * \text{columns})$

$C = l * n \leftarrow (\text{rows of } A * \text{columns of } B)$

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When constructing a matrix into codes, you must fix the variables. (use const)

Ex)

```
#include <stdio.h>
```

```
Int main(void)
```

```
{
```

```
    const int l = 5;
```

```
    const int m = 3;
```

```
    const int n = 4;
```

```
    int A[l][m];
```

```
    int B[m][n];
```

```
    int C[l][n];
```

```
    for (int i = 0; i < l; i++){
```

```
        for (int j = 0; j < n; j++) {
```

```
            C[i][j] = 0;
```

```
            for (int k = 0; k < m; k++) {
```

```
                C[i][j] += (A[i][k] * B[k][j]);
```

```
            }
```

```
        }
```

```
    }
```

```
}
```