Unit 6 → Arrays

Arrays

- Array is an object that can store many values of the same type in a single variable
 - Can be a list of Strings, ints etc.
 - Stores a *fixed number* of elements of the same type in a single variable
 - SIZE **CANNOT** BE CHANGED
- Data type
- Declaration

```
Syntax → Type [] variableName = new type[numberOfvalues];

Type [] variable Name = {values};
```

o Example →int [] score = new int[5];

 \blacksquare int [] score = {1 , 2 , 3 , 4 , 5};

Туре	Default Value
int	0
double	0.0
boolean	false
Object	null

- Getting values
 - Enter index of values
 - o [0] gives the *first* value
 - o Example → int whatScore = score[0];
 - Prints out $\rightarrow 1$
- Getting length of array
 - Syntax → arrayName.length;
 - o Example → int scoreLength = score.length;
 - **Prints** → 5

Transversing Arrays

- Transversing an array is to cycle through an array using a loop
- Syntax

- Iteration → amount of times the code runs
 - Usually equals to the array.length (during a for loop)
- break; stops the loop from continuing at the stop the line of code is

Enhanced For Loops

- An alternate method to transverse an array instead of using a for or while loop
 - Cannot exit while in-actor
- Also known as the For-Each Loop
- Efficent way to access objects
- Better used with nested loops
- Syntax

Developing Algoritims Using Arrays

- Common array algorithms
 - o Max and min value
 - Minimum

- Sum, average, or mode
 - For mode: use counter
 - Average

- Determining properties of a particular property
 - Properties of a value
 - int counter = 0;

- o Access consecutive pairs of elements
 - Check first number and if it is equal to the second, it's a consecutive pair
 - Consecutive

- Reordering arrays
 - Shift or rotate elements left or right
 - Reverse order of elements
- Sorting arrays
 - 1. Start with a for loop on the first number
 - 2. Create a second for loop for the second number
 - 3. Take first number and compare to each number after
 - 4. If the first number is greater than the second, switch positions
 - 5. 2nd counter == 1st counter