

# ARRAYS

## 1.1 DECLARING AND INITIALIZING ONE-DIMENSIONAL ARRAY AND ARRAY OPERATIONS

- ✓ An array is a fixed-size sequenced collection of elements of the same datatype that shares a common name.
- ✓ An array is a collection of variables of same datatype known by a same name

### **Example:**

Marks of a class of students.

List of employees in an organization.

### **➤ Types of Arrays**

- ✓ One dimensional array
- ✓ Two dimensional array
- ✓ Multi dimensional array

# DECLARING ONE DIMENSIONAL ARRAYS

- ✓ **Syntax:**     Data type   array\_name [size] ;
- ✓ **Data type:** it defines the type of element that will be contained in the array,  
                  like int,float,char,double etc.
- ✓ **Array name:** it is the name of variable which represent array.
- ✓ **Size :** it indicates the maximum no.of elements that can be stored inside the array.

**For example:**         int a[5];  
                             float height[10];  
                             char name[10];

- ✓ In one dimensional array, individual element of any array is identified using name of array & index.
- ✓ In one dimensional array, the index always starts with 0.
- ✓ First element of array is a[0],second is a[1],and so on....
- ✓ Any reference to the arrays outside the declared limit would not necessarily cause an error.rather, it might result in unpredictable program results

## INITIALIZING ONE-DIMENSIONAL ARRAY

➤ Array can be initialized in two ways

- ✓ Compile time initialization
- ✓ Run time initialization

### ➤ **Compile Time Initialization**

▪ We can initialize the elements of an array at the time of declaration.

▪ **Syntax:**      `Data type array_name [size]={ list of values };`

✓ The values in the list are separated by commas,

✓ If we initialized more value than declared size, the compiler will produce an error.

▪ **Example 1:**      `int a[3]={23,12,32};`

▪ here, `a[0]=23, a[1]=12, a[2]=32;`

▪ **Example 2:**      `int num[5]={54,23,3};`

▪ Here, `num[0]=54, num[1]=23, num[2]=3, num[3]=0, num[4]=0,`

✓ If we don't initialize array elements at the time of declaration then by default all elements are initialized to 0

▪ **Example 3:**      `int a[]={10,20,40,70,60};`

▪ The above statement will create an array of 5 integer elements.

✓ If we don't specify the size of array at time of declaring & initialization, compiler will automatically counts the value specified in initialization and allocate memory for specified no. of elements.

# INITIALIZING ONE-DIMENSIONAL ARRAY

## ➤ Run Time Initialization

- ✓ An array can be explicitly initialized at run time.

- **Example:**

```
int a[3];  
scanf("%d %d %d", &a[0], &a[1], &a[2]);
```

- **Example:**

```
int a[3];  
printf("enter array elements :\n");  
for (i=0;i<3;i++)  
{  
    scanf("%d",&a[i]);  
}
```

# A PROGRAM TO STORE & DISPLAY THE VALUES IN AN ARRAY

```
#include<stdio.h>
#include<conio.h>
void main( )
{
    int a[5],i;
    clrscr( );
    printf("Enter the elements :");
    for(i=0;i<5;i++)
    {
        scanf("%d",&a[i]);
    }
    printf("Elements of array are :\n");
    for(i=0;i<5;i++)
    {
        printf("Element no %d = %d \n",i+1,a[i]);
    }
    getch();
}
```

## ADVANTAGE OF AN ARRAY

- An array is a fixed-size sequenced collection of elements of the same data type that shares a common name.
- We can use one name for similar elements.
- Two-Dimensional array are used to represents matrices.
- Array is used to implement other data structure like link list, stack,tree etc.

# CHARACTERISTICS OF ARRAY

- Array store elements that have same data type.
- Array store elements in subsequent memory location.
- Array size should be mention in the declaration.
- Array name represent the address of starting elements.



## LIST OF OPERATIONS ON ONE DIMENSIONAL ARRAY

- **Sorting:** We can sort the elements of array in ascending and descending order.
- **Merging:** We can merge or joint elements of Two One Dimensional array into third one Dimensional array.
- **Searching :**We can search the any elements from the given array.
- **Insertion :**We can insert the elements into array at beginning or ending or at specific position.
- **Deletion :**We can delete the elements in array at beginning or ending or at specific position.

# INSERT OPERATION

- We can insert the elements from the array at beginning of array or at ending of array or at specific position of array.

## **Example:**

```
#include<stdio.h>
#include<conio.h>
void main()
{
    int a[5]={10,20,30,40,50};
    int val,i,pos,temp,n=5;
    clrscr();
    printf("Elements of array A before insertion : \n");
    for(i=0; i<n ;i++)
    {
        printf("%d\n",a[i]);
    }
}
```

```
printf("Enter the element to be inserted into array A : ");
scanf("%d",&val);
printf("Enter the index of the element :");
scanf("%d",&pos);
temp=n;
While(temp-1 >= pos)
{
    a[temp+1]=a[temp];
    temp--;
}
a[temp]=val;
n=n+1;
printf("Elements of array A after insertion : \n");
for(i=0;i<n;i++)
{
    printf("%d\n",a[i]);
}
getch();
}
```

# DELETE OPERATION

- We can delete the elements from the array at beginning of array or at ending of array or at specific position of array.

## **Example:**

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

```
#include<conio.h>
```

```
void main()
```

```
{
```

```
    int a[5]={10,20,30,40,50};
```

```
    int i,pos,n=5;
```

```
    clrscr();
```

```
    printf("Before Deletion elements of Arrays are as below:\n");
```

```
    for(i=0;i<5;i++)
```

```
    {
```

```
        printf("%d\n",a[i]);
```

```
    }
```

# CONT...

```
printf("Enter the position of element to delete: ");
scanf("%d",&pos);
while(pos<=n-1)
{
    a[pos]=a[pos+1];
    pos++;
}
n=n-1;
printf("Array Elements after deletion:\n");
for(i=0;i<n;i++)
{
    printf("%d\n",a[i]);
}
getch();
}
```

# SEARCH OPERATION

- This operation is used to search particular element from one dimensional array

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

```
#include<conio.h>
```

```
void main()
```

```
{    int a[5]={10,20,30,40,50};
```

```
    int val,i,f=0;
```

```
    clrscr();
```

```
    printf("\nEnter element to search in array :");
```

```
    scanf("%d",&val);
```

```
    for(i=0; i<5; i++)
```

```
    {    if(a[i] == val)
```

```
        {    printf("\nElement is found & element is at :a[%d] =%d",a[i],val);
```

```
            f=1;
```

```
        }
```

```
    }
```

```
    if(f==0)
```

```
    {
```

```
        printf("\nElement is not found");
```

```
    }
```

```
    getch();
```

```
}
```

## MERGE OPERATION

- This operation is used to merge two one dimensional array into third one dimensional array.

```
#include<stdio.h>
#include<conio.h>
void main()
{
    int a[5],b[5],c[10],i,j,k=0;
    clrscr();
    printf("Enter elements of array A :\n");
    for(i=0;i<5;i++)
    {
        scanf("%d",&a[i]);
    }
    printf("Enter elements of array B :\n");
    for(j=0;j<5;j++)
    {
        scanf("%d",&b[j]);
    }
}
```

**CONT...**

```
    for(i=0;i<5;i++)
    {
        c[k]=a[i];
        k++;
    }
    for(j=0;j<5;j++)
    {
        c[k]=b[j];
        k++;
    }
    printf("Elements of array C after Merge Operation :\n");
    for(k=0;k<10;k++)
    {
        printf("%d\n",c[k]);
    }
    getch();
}
```



## **SORT OPERATION**

- This operation is used to sort elements of one dimensional array in to specific order, it is either in ascending order or descending order.

```
#include<stdio.h>
#include<conio.h>
void main( )
{
    int a[5]= {10,40,50,30,20};
    int n=5,i,j,temp;
    clrscr( );
    for(i=0;i<n-1;i++)
    {
        for(j=0;j<n-i-1;j++)
        {
            if(a[j] > a[j+1])
            {
                temp=a[j];
                a[j] = a[j+1];
                a[j+1] = temp;
            }
        }
    }
}
```

# CONT...

```
printf("Array Elements in Ascending Order is: \n");
for(i=0;i<5;i++)
{
    printf("\n%d",a[i]);
    printf("\n");
}
getch();
}
```

## 1.2 INTRODUCTION OF STRING AS ARRAY OF CHARACTERS DECLARATION AND INITIALIZATION OF STRING

- A string is a sequence of characters that is treated as single data item.
- It is written between double quotation marks.
- **Declaring of String Variable**
  - A string variable is declared as an array of characters.
- **Syntax:** `char str_name [size];`
- here, size is the number of characters.
- **Example:**
  - `char city[15];`
- The common operation performed on character strings :
  - Reading and writing strings
  - Combining strings together
  - Copying one string to another
  - Comparing strings for equality
  - Extracting a portion of string

## CONT...

- **Initialization of string variable**
- **Example 1:**
  - `char city[9]="NEW DELHI";`
  - `char city[9]={'N','E','W',' ','D','E','L','H','I','\0'};`
- **Example 2:**
  - `char cty_nm[10]= "BANGALORE";`
- which declares the name as a character array variable that can hold a maximum of 10 characters.
  - `char cty_nm[10]={'B','A','N','G','A','L','O','R','E','\0'};`
- When the compiler sees a character string, then it terminate it with an additional null character. So, the element `cty_nm[10]` holds the null character `'\0'`.
- When declaring character arrays, we must allow one extra element space for the null character(`'\0'`).
- **Example 3:**
  - `char str_nm [] = {'M','O','N','D','A','Y','\0'}`
- Here array `str_nm` as a 7 element array.
- If char array is initialized without specifying the no. of elements.in such cases, size of array will be determined automatically, based on no. of element initialized.

## 1.3 TWO-DIMENSIONALARRAY

- Two dimensional array is a collection of elements of same data types shares common name and having two dimension.
- First dimension indicates the row index and second dimension indicates column
- Two dimensional arrays is used to create a matrix.
- **Syntax of Two dimensional arrays:**
  - `datatype array_name [row-size] [column-size];`
  - **Example:** `int a[3][3];`
  - Here row size =3 and column size=3.

|       | Column 0 | Column 1 | Column 2 |
|-------|----------|----------|----------|
| Row 0 | a[0][0]  | a[0][1]  | a[0][2]  |
| Row 1 | a[1][0]  | a[1][1]  | a[1][2]  |
| Row 2 | a[2][0]  | a[2][1]  | a[2][2]  |

- In Two dimensional array row index and column index always starts with 0.

## Initialization of Two dimensional arrays:

- ✓ we can initialize the elements of two dimensional array at the time of declaration
- General form of initialization of array is :  
`datatype array_name [row size] [column size] = {list of values};`
- If we initialized more value than declared size, the compiler will produce an error.

Example :

```
int a[2][2]={{4,5,6};
```

- here, a[0][0]=4, a[0][1]=5, a[1][0]=6, a[1][1]=0,
- If we don't initialize array elements at the time of declaration then by default all elements are initialized to 0
- We can also initialize a two dimensional array in the form of matrix as given below.

Example :     `int A[3][3]={ {11,12,13},  
                         {14,15,16},  
                         {17,18,19}     };`

Example :     `int a[2][3] = { {1,1},  
                         {2}};`

here first two elements of first row is 1 and first element of second row is 2.

## CONT..

- ✓ We can also initialize array elements at run time

### **Example:**

```
int a[3][3],i,j;  
clrscr();  
printf("Enter element into 3 X 3 matrix A :");  
for(i=0;i<3;i++)  
{  
    for(j=0;j<3;j++)  
    {  
        scanf("%d",&a[i][j]);  
    }  
}
```

# MATRIX ADDITION OPERATION

|   | 0 | 1  | 2  | 3 |   |   | 0 | 1  | 2 | 3 |   |   | 0 | 1 | 2 | 3 |
|---|---|----|----|---|---|---|---|----|---|---|---|---|---|---|---|---|
| 0 | 1 | 0  | 5  | 4 |   | 0 | 2 | -1 | 4 | 3 |   | 0 | 3 | 1 | 9 | 7 |
| 1 | 3 | -1 | 7  | 2 | + | 1 | 3 | 1  | 0 | 5 | = | 1 | 6 | 0 | 7 | 7 |
| 2 | 8 | 2  | 4  | 0 |   | 2 | 1 | 3  | 5 | 0 |   | 2 | 9 | 5 | 9 | 0 |
| 3 | 6 | 5  | -2 | 3 |   | 3 | 2 | 1  | 4 | 2 |   | 3 | 8 | 6 | 2 | 5 |



# PROGRAM TO ADD TWO MATRICES OF SIZE 3 X 3

```
#include<stdio.h>
#include<conio.h>
void main()
{   int a[3][3],b[3][3],c[3][3],i,j;
    clrscr();
    printf("Enter element into 3 X 3 matrix A :");
    for(i=0;i<3;i++)
    {   for(j=0;j<3;j++)
        {   scanf("%d",&a[i][j]);
        }
    }
    printf("Enter element into 3 X 3 matrix B :");
    for(i=0;i<3;i++)
    {   for(j=0;j<3;j++)
        {   scanf("%d",&b[i][j]);
        }
    }
}
```

CONT...

```
    for(i=0;i<3;i++)
    {
        for(j=0;j<3;j++)
        {
            c[i][j]=a[i][j]+b[i][j];
        }
    }
    printf("Elements of Matrix C is given below :");
    for(i=0;i<3;i++)
    {
        for(j=0;j<3;j++)
        {
            printf(" %3d",c[i][j]);
        }
    }
    printf("\n");
}
getch();
}
```

## 1.4 MULTI-DIMENSIONAL ARRAYS

- Three or more dimensions array is collection of elements of same data types shares common name
- It is an array of arrays, an array that has multiple levels.
- The general form of multidimensional array is  
`Data_type array_name[size1][size2]....[sizeN];`

**Example:** `int a[5][10][20];`

Here, Array `int a[5][10][20]` can store total  $(5*10*20)=1000$  elements.

**Example :** `float table[5][4][5][3];`

## 1.5 SSCANF() AND SPRINTF() FUNCTIONS

- **sscanf() function** : it is used to reads data from character array instead of standard input.
- **Syntax:**
- `sscanf(Name of character Array, "format specification", variables);`
- This will extract the data from the character array according to the conversion specifier and store into the respective variables.
- `sscanf()` will read subsequent characters until a whitespace is found (whitespace characters are blank, newline and tab).

CONT...

## PROGRAM OF SSCANF() FUNCTION

```
#include<stdio.h>
#include<conio.h>
void main( )
{
    char name[50]={“ABC DEF GHI”};
    char f_name[10],m_name[20],l_name[10];
    sscanf(name,”%s %s %s”,f_name,m_name,l_name);
    printf(“First Name = %s”,f_name);
    printf(“Middle Name = %s”,m_name);
    printf(“Last Name = %s”,l_name);
    getch();
}
```

- **sprintf() function:** it is used to writes data to character array instead of standard input.
- Sprint() function writes the formatted text to a character array.
- **Syntax:**  
`sprintf(Name of Character Array,"Conversion Specifier", variables);`

## PROGRAM FOR SPRINTF() FUNCTION

```
#include<stdio.h>
#include<conio.h>
void main( )
{
    char name[50];
    char fname[10]= {"ABC"};
    char mname[20]={ "DEF"};
    char lname[10]={ "GHI"};
    sprintf(name,"%s %s %s",fname,mname,lname);
    printf("Full Name = %s",name);
    getch();
}
```

## 1.6 DRAWBACKS OF LINEAR ARRAY

- The size of array must be constant or known at compile time.
  - If no. of elements stored in array is less than size then memory may be wasted
- Once we declare the size of array it can not be changed at run time
- The operation of Array is more complex and time consuming like insertion, deletion, sorting.
  - To insert element in array we have to shift elements to create space for new element
  - To delete element from array we have to shift elements to take vacant space.