# **C# Arrays**

An array is a collection of similar types of data. For example,

Suppose we need to record the age of 5 students. Instead of creating 5 separate variables, we can simply create an array:



## 1. C# Array Declaration

In C#, here is how we can declare an array.

datatype[] arrayName;

Here,

- dataType data type like int, string, char, etc
- arrayName it is an identifier

Let's see an example,

int[] age;

Here, we have created an array named age. It can store elements of int type.

#### But how many elements can it store?

To define the number of elements that an array can hold, we have to allocate memory for the array in C#. For example,

```
// declare an array
int[] age;
// allocate memory for array
age = new int[5];
```

Here, new int[5] represents that the array can store 5 elements. We can also say the size/length of the array is 5.

**Note**: We can also declare and allocate the memory of an array in a single line. For example,

```
int[] age = new int[5];
```

### 2. Array initialization in C#

In C#, we can initialize an array during the declaration. For example,

```
int [] numbers = {1, 2, 3, 4, 5};
```

Here, we have created an array named numbers and initialized it with values 1, 2, 3, 4, and 5 inside the curly braces.

Note that we have not provided the size of the array. In this case, the C# automatically specifies the size by counting the number of elements in the array (i.e. 5).

In an array, we use an **index number** to determine the position of each array element. We can use the index number to initialize an array in C#. For example,

#### Note:

- An array index always starts at 0. That is, the first element of an array is at index 0.
- If the size of an array is 5, the index of the last element will be at 4 (5 1).

### 3. Access Array Elements

We can access the elements in the array using the index of the array. For example,

```
// access element at index 2
array[2];
// access element at index 4
array[4];
```

```
using System;
namespace AccessArray {
  class Program {
    static void Main(string[] args) {

      // create an array
      int[] numbers = {1, 2, 3};

      //access first element
      Console.WriteLine("Element in first index : " + numbers[0]);

      //access second element
      Console.WriteLine("Element in second index : " + numbers[1]);

      //access third element
      Console.WriteLine("Element in third index : " + numbers[2]);

      Console.ReadLine();

    }
}
```

#### Output

```
Element in first index : 1
Element in second index : 2
Element in third index : 3
```

### 4. Change Array Elements

We can also change the elements of an array. To change the element, we simply assign a new value to that particular index. For example,

```
using System;

namespace ChangeArray {
  class Program {
    static void Main(string[] args) {

        // create an array
        int[] numbers = {1, 2, 3};

        Console.WriteLine("Old Value at index 0: " + numbers[0]);

        // change the value at index 0
        numbers[0] = 11;

        //print new value
        Console.WriteLine("New Value at index 0: " + numbers[0]);

        Console.ReadLine();
    }
}
```

#### Output

```
Old Value at index 0: 1
New Value at index 0: 11
```

In the above example, the initial value at index 0 is 1. Notice the line,

```
//change the value at index 0
numbers[0] = 11;
```

Here, we are assigning a new value of **11** to the index 0. Now, the value at index 0 is changed from **1** to **11**.

## 5. Iterating C# Array using Loops

In C#, we can use loops to iterate through each element of an array. For example,

#### **Example: Using for loop**

```
using System;

namespace AccessArrayFor {
  class Program {
    static void Main(string[] args) {
      int[] numbers = { 1, 2, 3};
      for(int i=0; i < numbers.Length; i++) {
         Console.WriteLine("Element in index " + i + ": " + numbers[i]);
      }

      Console.ReadLine();
    }
}</pre>
```

#### Output

```
Element in index 0: 1
Element in index 1: 2
Element in index 2: 3
```

In the above example, we have used a for loop to iterate through the elements of the array, numbers. Notice the line,

```
numbers.Length
```

Here, the Length property of the array gives the size of the array.

### 6. C# Array Operations using System.Linq

In C#, we have the System.Linq namespace that provides different methods to perform various operations in an array. For example,

#### **Example: Find Minimum and Maximum Element**

```
using System;

// provides us various methods to use in an array
using System.Linq;

namespace ArrayMinMax {
  class Program {
    static void Main(string[] args) {

      int[] numbers = {51, 1, 3, 4, 98};

      // get the minimum element
      Console.WriteLine("Smallest Element: " + numbers.Min());

      // Max() returns the largest number in array
      Console.WriteLine("Largest Element: " + numbers.Max());

      Console.ReadLine();
    }
}
```

### **Example: Find the Average of an Array**

```
using System;
// provides us various methods to use in an array
using System.Linq;

namespace ArrayFunction {
    class Program {
        static void Main(string[] args) {
        int[] numbers = {30, 31, 94, 86, 55};

        // get the sum of all array elements
        float sum = numbers.Sum();

        // get the total number of elements present in the array
        int count = numbers.Count();

        float average = sum/count;

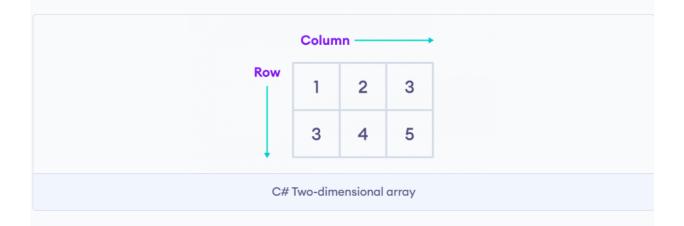
        Console.WriteLine("Average : " + average);

        // compute the average
        Console.WriteLine("Average using Average() : " + numbers.Average());

        Console.ReadLine();
    }
}
```

## Two-dimensional array in C#

A two-dimensional array consists of single-dimensional arrays as its elements. It can be represented as a table with a specific number of rows and columns.



Here, rows **{1, 2, 3}** and **{3, 4, 5}** are elements of a 2D array.

```
// a 2D array
int[ , ] x = { { 1, 2, 3}, { 3, 4, 5 } };

// access first element from first row
x[0, 0]; // returns 1

// access third element from second row
x[1, 2]; // returns 5

// access third element from first row
x[0, 2]; // returns 3
```



## Example: C# 2D Array

```
using System;

namespace MultiDArray {
   class Program {
      static void Main(string[] args) {

            //initializing 2D array
            int[ , ] numbers = {{2, 3}, {4, 5}};

            // access first element from the first row
            Console.WriteLine("Element at index [0, 0] : "+numbers[0, 0]);

            // access first element from second row
            Console.WriteLine("Element at index [1, 0] : "+numbers[1, 0]);
        }
    }
}
```

#### **Output**

```
Element at index [0, 0] : 2
Element at index [1, 0] : 4
```

## **Change Array Elements**

We can also change the elements of a two-dimensional array. To change the element, we simply assign a new value to that particular index. For example,

```
using System;

namespace MultiDArray {
  class Program {
    static void Main(string[] args) {
    int[ , ] numbers = {{2, 3}, {4, 5}};

    // old element
    Console.WriteLine("Old element at index [0, 0] : "+numbers[0, 0]);

    // assigning new value
    numbers[0, 0] = 222;

    // new element
    Console.WriteLine("New element at index [0, 0] : "+numbers[0, 0]);
    }
}
```

## **Iterating C# Array using Loop**

```
using System;

namespace MultiDArray {
  class Program {
    static void Main(string[] args) {
      int[ , ] numbers = { {2, 3, 9}, {4, 5, 9} };

      for(int i = 0; i < numbers.GetLength(0); i++) {
            Console.Write("Row "+ i+": ");

            for(int j = 0; j < numbers.GetLength(1); j++) {
                Console.Write(numbers[i, j]+" ");
            }
            Console.WriteLine();
        }
    }
}</pre>
```