

Arrays in java:--

----to hold multiple data of the same type.

--In Java arrays are treated as a special type of object whose class is non-existence.

```
int[] arr= new int[5];  
//5 int variable is created with thier default value as an array obj.
```

```
System.out.println(arr);// [I@42343243
```

Note: array variable is a reference variable which will hold object of an array.

```
int[] arr= new int[5];  
  
System.out.println(arr);// [I@42343243  
System.out.println(arr[0]);//0  
System.out.println(arr[3]);//0  
System.out.println(arr.length);  
System.out.println(arr[6]);//AIOBE
```

example2:

```
//declaring an integer array  
int[] arr= new int[5];  
  
//reassinging value to the each element of an array  
arr[0] =10;  
arr[1] =20;  
arr[4] =40;  
  
//      for(int i=0; i<arr.length;i++) {  
//  
//          System.out.println(arr[i]);  
//      }  
  
for(int i:arr) {  
    System.out.println(i);
```

```
}
```

another syntax:

=====

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

for(int i:arr) {
    System.out.println(i);
}
```

difference:

```
int[] arr1;
arr1=new int[5]; //valid
```

```
int[] arr2;
arr2= {10,20,30,40,50}; //invalid
```

example2:

```
int[] arr= new int[3];
// in this single statement we have created total 4 variables
```

1. arr --ref variable
- 2.arr[0] -- primitive variable int type
- 3.arr[1] -- primitive variable int type
- 4.arr[2] -- primitive variable int type

Array of object:

=====

```
A[] arr = new A[5];
```

```
//A a1, a2, a3;
```

- 1.arr --ref variable of array type object
- 2.arr[0] -- ref variable A type with default value = null
- 3.arr[1] -- ref variable A type with default value = null
- 4.arr[2] -- ref variable A type with default value = null

example1:

```
//      A[] arr = new A[3];
//
//      arr[0] = new A();
//      arr[1] = new A();
//      arr[2] = new A();
//
//      for(A a1:arr) {
//          a1.funA();
//      }
//
//      //shortcut approach
//      A[] arr = {new A(),new A(), new A(),new A()};
//
//      for(A a1:arr) {
//
//          a1.funA();
//      }
```

exmaple2:

```
String[] cities= {"Delhi","pune","mumbai","chennai"};

for(String city: cities) {

    System.out.println(city.toUpperCase());
}
```

array as a method parameter:

ex1:

package com.masai;

public class Demo {

void fun1(int[] arr) {

**System.out.println("inside fun1 of Demo");
}**

public static void main(String[] args) {

Demo d1= new Demo();

//here we can pass 2 possible value

//1. null default value for any ref variable

//2. int array object, (loaded or without loaded)

d1.fun1(10);

}

}

example2:

package com.masai;

public class Demo {

void fun1(int[] arr) {

if(arr != null) {

System.out.println("inside fun1 of Demo");

```

        for(int i:arr) {
            System.out.println(i);
        }
    }
    else
        System.out.println("null is not allowed");

}

public static void main(String[] args) {

    Demo d1= new Demo();

    //int[] arr5= new int[3];

    int[] arr5= {20,30,40,50};

    d1.fun1(arr5);
    //d1.fun1(null);

}

}

```

example3:

```

package com.masai;

public class Demo {

    void fun1(int[] marks) {

        if(marks != null) {

            System.out.println("inside fun1() of Demo");

```

```

        int total =0;

        for(int m:marks) {
            total += m;
        }

        System.out.println("Total is :"+total);
    }
    else
        System.out.println("null is not allowed");

}

public static void main(String[] args) {

    Demo d1= new Demo();

    int[] nums= {100,120,150,180,200};

    d1.fun1(nums);

}

}

```

Examp14:
=====

```

package com.masai;

import java.util.Scanner;

public class Demo {

```

```

void fun1(Student[] students) {

    if(students != null) {

        System.out.println("inside fun1() of Demo");

        for(Student student:students) {

            System.out.println("Roll is :"+student.getRoll());
            System.out.println("Name is :"+student.getName());
            System.out.println("Marks is :"+student.getMarks());

            System.out.println("=====");
        }

    }else
        System.out.println("null not allowed...");

}

```

```

public static void main(String[] args) {

    Demo d1= new Demo();

    Scanner sc= new Scanner(System.in);

    System.out.println("How many Student ?");
    int num= sc.nextInt();

    Student[] students = new Student[num];//3

    for(int i=0;i<students.length;i++) {

        System.out.println("Enter Details of Student "+(i+1));

        System.out.println("Enter roll:");
        int roll= sc.nextInt();

        System.out.println("Enter Name");
        String name= sc.next();
    }
}

```

```

System.out.println("Enter Marks");
int marks= sc.nextInt();

//students[i]= new Student(roll, name, marks);
students[i] = new Student();
students[i].setRoll(roll);
students[i].setName(name);
students[i].setMarks(marks);

}

```

```

d1.fun1(students);

```

```

}

```

```

}

```

array as return type:
=====

```

package com.masai;

```

```

public class Demo {

```

```

    Student[] getStudents(String username, String password){

```

```

        if(username.equals("admin") && password.equals("123")) {

```

```

            //we can connect with DB and get multiple Student object from the
DB and return them

```

```

            //in the form an array.

```

```

            //Student array is created with size 3
Student[] students= new Student[3];

```

```

            //each student variable is initialized with Student class object

```



```

        students[0]=new Student(10, "N1", 780);
        students[1]=new Student(12, "N2", 680);
        students[2]=new Student(14, "N3", 880);

        return students;

    }
    else
        return null;

}

public static void main(String[] args) {

    Demo d1 = new Demo();

    //Object obj= d1.getStudents("admin", "123");

    Student[] students= d1.getStudents("admin", "123");

    if(students !=null) {

        for(Student student: students) {

            System.out.println("Roll is :"+student.getRoll());
            System.out.println("Name is :"+student.getName());
            System.out.println("Marks is :"+student.getMarks());

            System.out.println("=====");

        }

    }

    }else
        System.out.println("invalid username or password..");
}

```

```
    }  
}
```

**A[] arr= new A[10]; // class A 10 variable, with null value
//total 11 variable created 1.arr and 10. A class variable**

**2d Array:
=====**

--In Java multi-dimentional array is treated as array of array.

example:

```
int[][] arr= new int[3][2];  
  
System.out.println(arr);//[[I@  
  
System.out.println(arr.length);//3  
  
System.out.println(arr[0]);//[I@3432432  
  
System.out.println(arr[0].length);  
  
System.out.println(arr[0][1]);//0
```

example :

```
package com.masai;  
  
public class Demo {  
  
    public static void main(String[] args) {
```

```

int[][] arr= new int[4][4];

for(int i=0;i<arr.length;i++) {

    for(int j=0;j<arr[i].length;j++) {

        arr[i][j]=j;

    }

}

for(int[] ar:arr) {

    for(int i:ar) {
        System.out.print(i);
    }
    System.out.println();
}

}

}

```

Command Line Arguments:

=====

--JVM will call the main method initially by supplying empty String array object.

--at the time of running our application though the CLA what ever value we will supply (space seperated), that value will be loaded into that String array object.

--and that argument is called as CLA, which is available to our application in the form of String array.

ex:

//loaded string array obj

```
//String[] names= {"Ram","Amit","Ravi"};
```

```
//default value of any ref variable
```

```
//String[] names= null;
```

```
//empty String array
```

```
String[] names= {}; // jvm will pass this obj
```

```
or
```

```
//String[] names= new String[0];
```

example:

```
System.out.println(args);//address of String array obj
```

```
System.out.println(args.length);//0
```

```
System.out.println(args[0]);//AIOBE
```