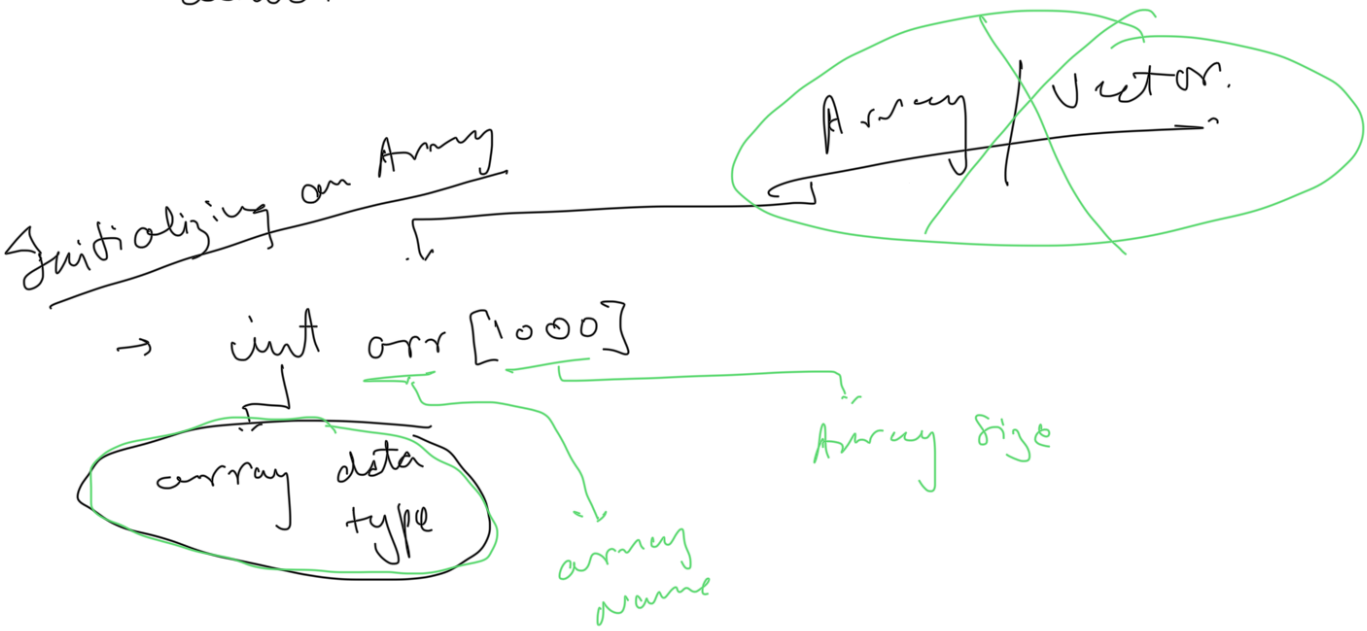
Array

→ Array is a static data structure in which we have to predefine the size.

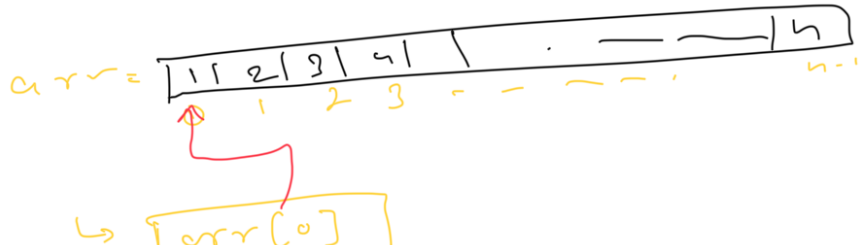


Ex: Initializing an array of int, char, varchar, string.

① int arr1 [0] = { }

② char arr2 [02] = {'a', 'b'}
varchar
string

Indexing in Array



To find min value in an Array.

$-2^{31}-1 \longrightarrow 2^{31}$

Sign of unsigned

INT_MAX → arr[3] = {5, 8, 6}

INT_MIN → arr[3] = {5, 8, 6}

To include these we have lib.as,

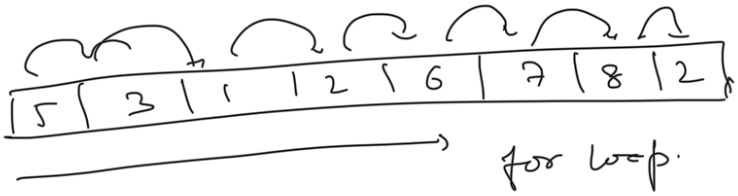
#include<limits.h>

value of

① INT_MAX = 2147483647 (2^{31})

② INT_MIN = −2147483648 ($-2^{31}-1$)

Eg: Find Min & Map Num in an Array



0 → 4

No. of elements in array

int a = 0

Code for finding Min Value,

→

int a = INT_MAX ; → 2^{31}

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

a = arr[i];

if (arr[ ] ...

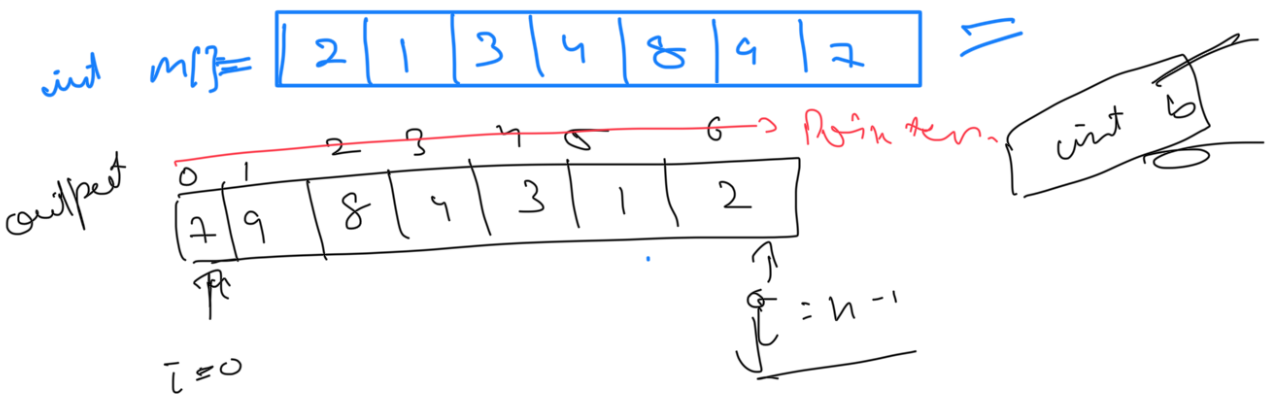
}
return a;

Code for Max Value

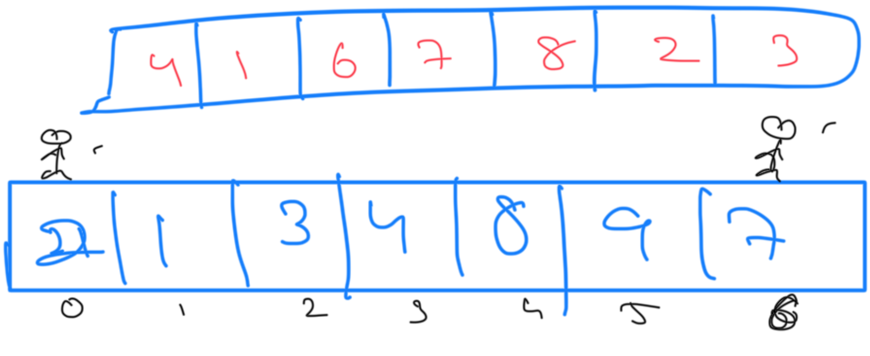
int a = INT_MIN ← $-2^{31}-1$

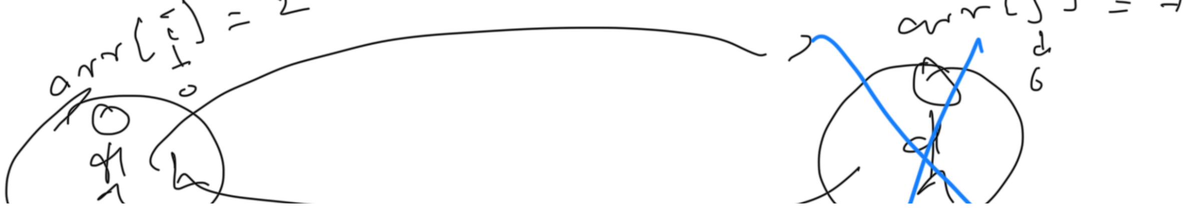
if (arr[i] > a)

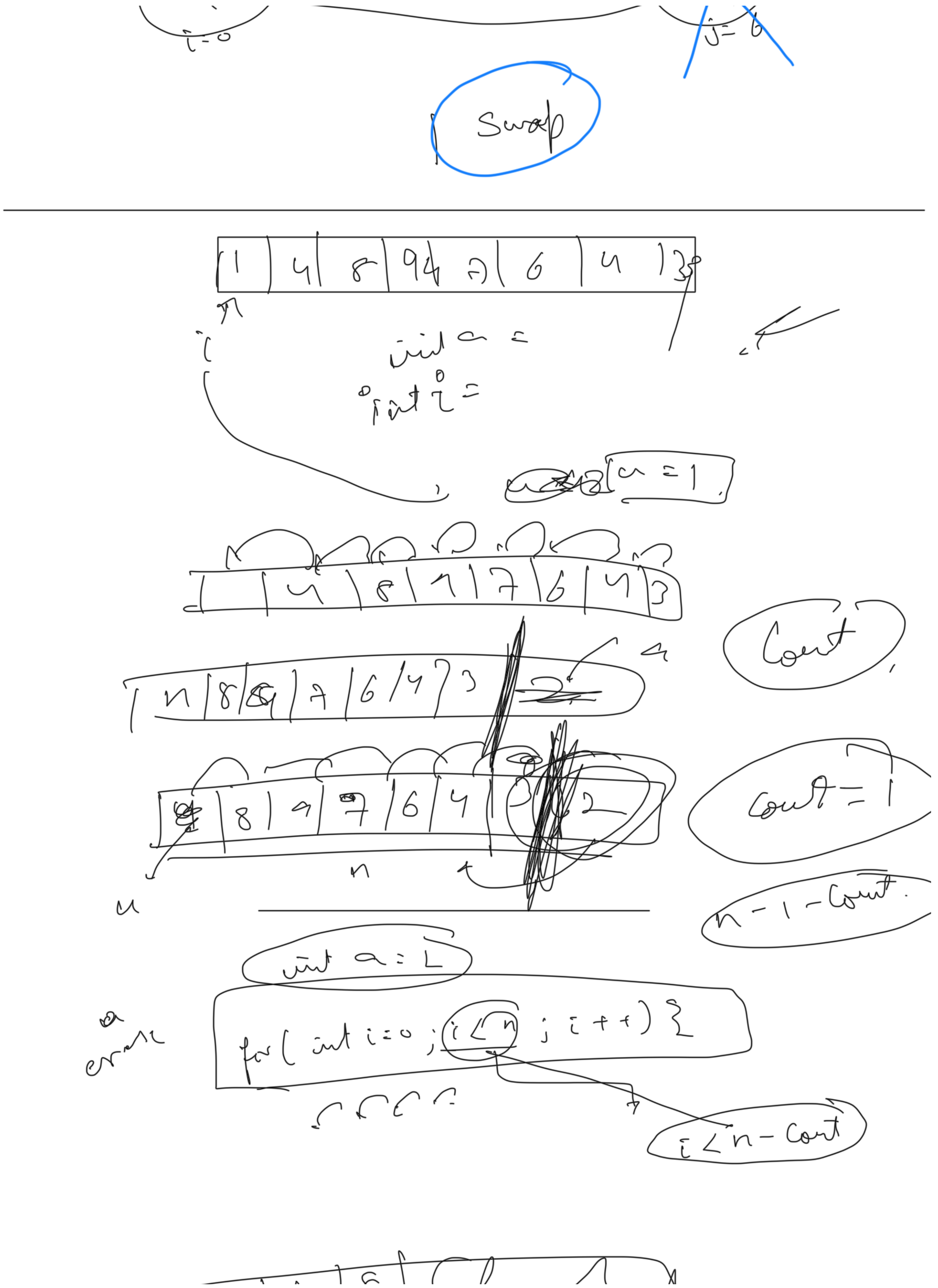
Q Reverse an Array.

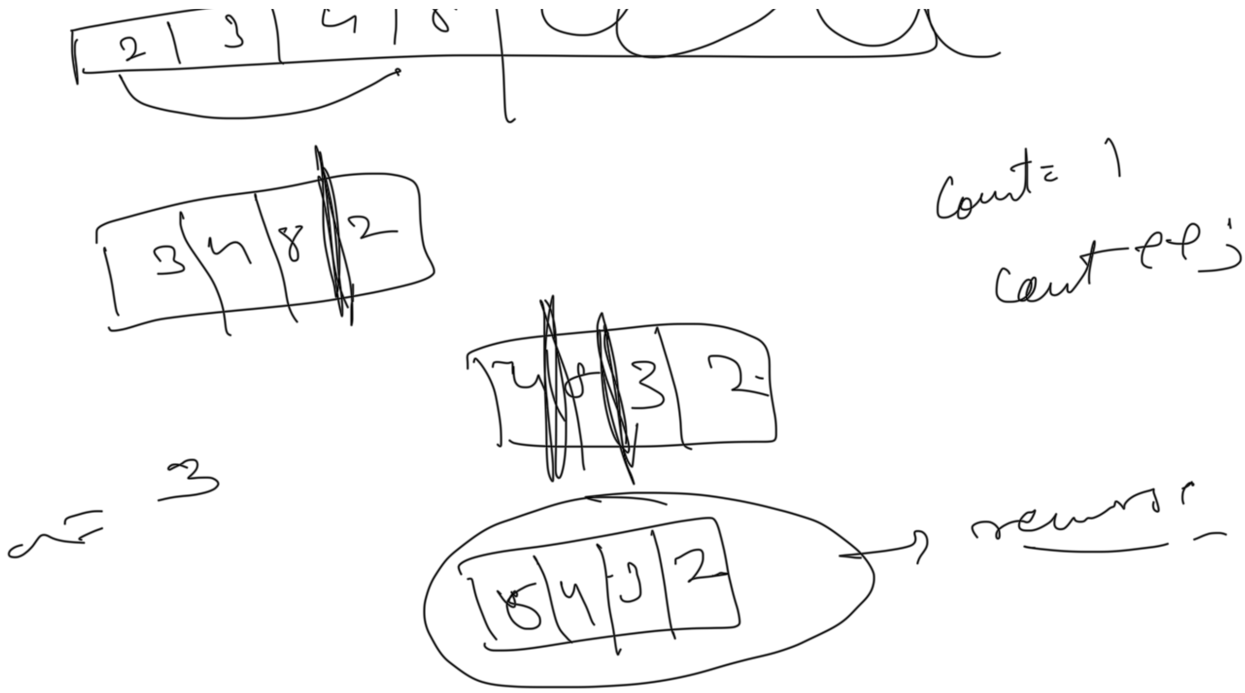


arr[i] = 9






Swap
Count
Count = 1
n - 1 - Count
int a = 2
for(int i=0; i<n ; i++) {
i < n - Count



Boiler plate of cpp.

```
#include <iostream>
using namespace std;
int main() {
        return 0;
}
```

iostream lib — input/output

std lib. — standard

fn

int → void

for void fn return condition is not compulsory.

array

string

graph

dp

int

void

fn