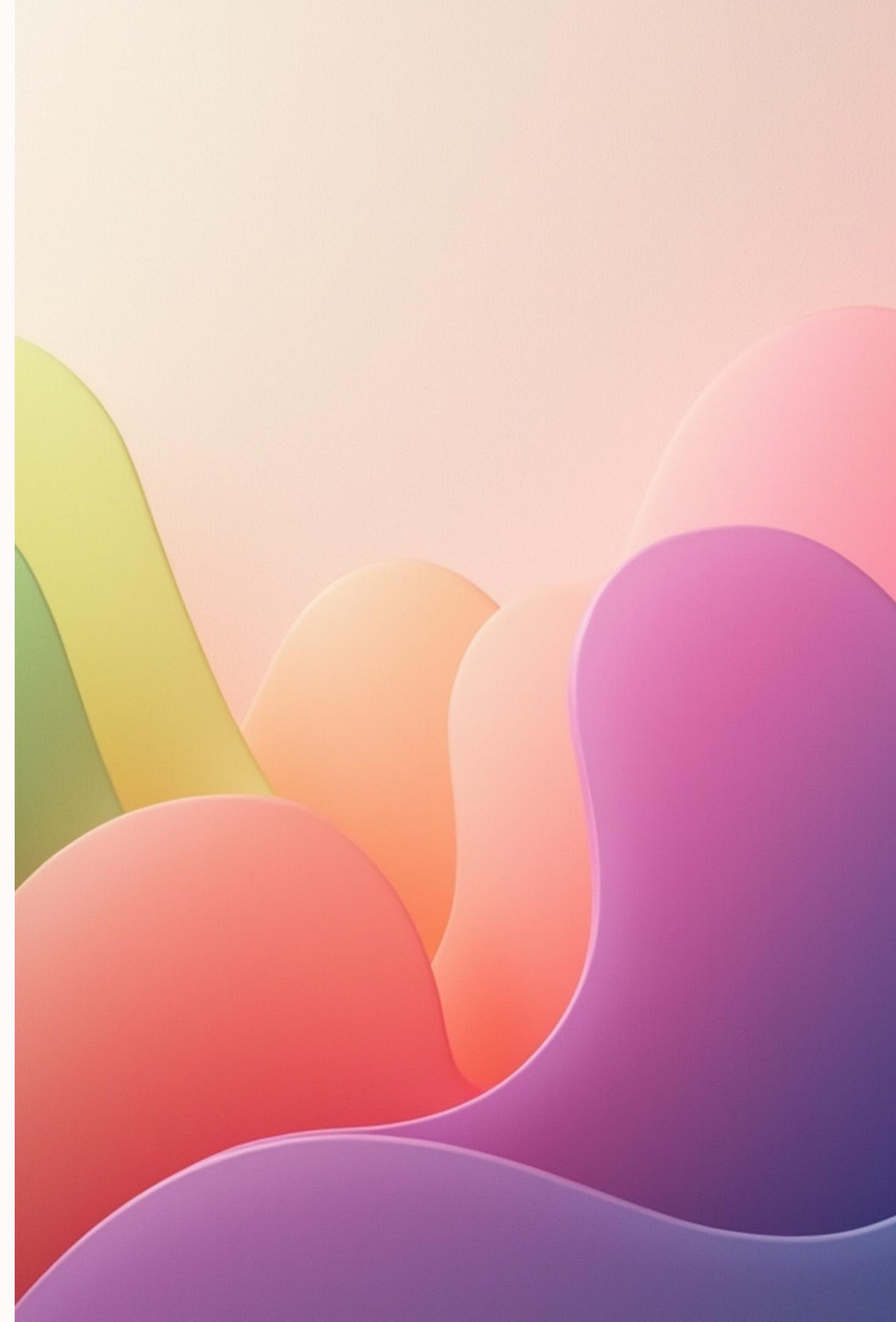


# Session 6: Arrays in C

covering how to declare, initialize, and access fixed-size collections of data stored in contiguous memory.

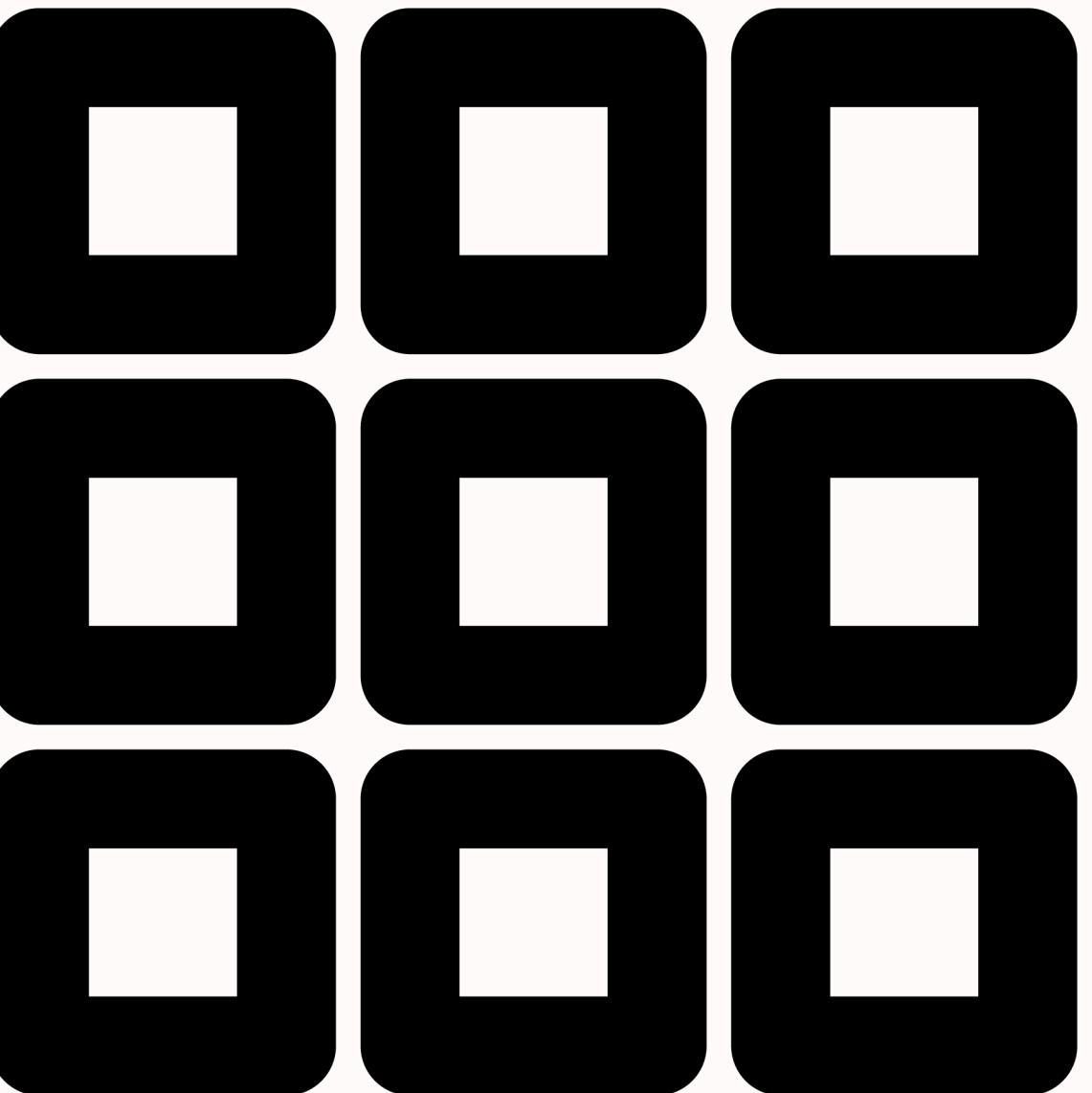
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# What is an Array?

An array is a collection of elements of the same data type, stored in contiguous memory locations.

Instead of many variables, one name holds many values.

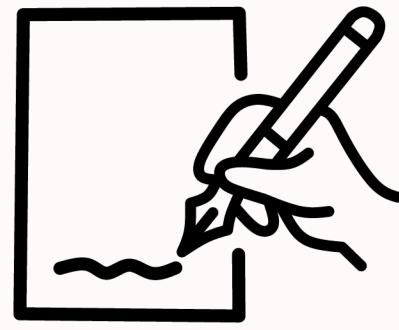


# WHY?

## Why Arrays are Important

- Store large data efficiently
- Enable searching and sorting
- Foundation for strings, matrices, and algorithms
- Reduce code complexity





# Array Declaration

```
int arr[5];
```

- **int → data type**
- **arr → array name**
- **5 → size (fixed)**

## Array Initialization.c

```
#include <iostream>

int main() {
    // Declare and initialize the array
    int arr[5] = {10, 20, 30, 40, 50};

    // Print the elements of the array
    std::cout << "Elements of the array are: " << std::endl;
    for (int i = 0; i < 5; ++i) {
        std::cout << "arr[" << i << "] = " << arr[i] <<
    std::endl;
    }

    return 0;
}
```

# Accessing Array Elements

## Accessing Array.c

```
printf("%d", arr[0]); // first element  
printf("%d", arr[4]); // last element
```

# Traversing an Array

## Traversing Array.c

```
for(int i = 0; i < n; i++) {  
    printf("%d ", arr[i]);  
}
```

# Passing Array to Function

## Passing Array to Function.c

```
void printArray(int arr[], int n) {  
    for(int i = 0; i < n; i++)  
        printf("%d ", arr[i]);  
}
```

# 2D Arrays (Matrices)

2D arrays.c

```
int mat[2][3] = {  
    {1, 2, 3},  
    {4, 5, 6}  
};
```

# Traversing 2D Arrays

## Traversing 2D Arrays.c

```
for(int i=0;i<2;i++){
    for(int j=0;j<3;j++){
        printf("%d ", mat[i][j]);
    }
}
```

# Sequential (Linear) Search

## Array Initialization.c

```
int key = 5;
for(int i=0;i<n;i++){
    if(arr[i] == key){
        printf("Found at %d", i);
        break;
    }
}
```

# Binary Search (Iteration)

Array Initialization.c

```
int low=0, high=n-1, mid;  
while(low <= high){  
    mid = (low + high) / 2;  
    if(arr[mid] == key)  
        break;  
    else if(arr[mid] < key)  
        low = mid + 1;  
    else  
        high = mid - 1;  
}
```

# Binary Search (Recursion)

## Array Initialization.c

```
int binarySearch(int arr[], int low, int high, int key){  
    if(low > high)  
        return -1;  
    int mid = (low + high) / 2;  
    if(arr[mid] == key)  
        return mid;  
    if(arr[mid] > key)  
        return binarySearch(arr, low, mid-1, key);  
    return binarySearch(arr, mid+1, high, key);  
}
```

# Array Declaration

**int arr[5];**

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## Array Initialization.c

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int main() {
    // Declare and initialize the array
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    std::cout << "Elements of the array are: " <<
    std::endl;
    for (int i = 0; i < 5; ++i) {
        std::cout << "arr[" << i << "] = " << arr[i] <<
        std::endl;
    }

    return 0;
}
```

# Array Problems from List

- Remove Element
- Remove Duplicates from Sorted Array
- Plus One
- Contains Duplicate
- Rotate Array
- Intersection of Two Arrays
- Search in Rotated Sorted Array



# **Activity:**

## **Find Largest Element**

Array Initialization.c

```
int max = arr[0];
for(int i=1;i<n;i++){
    if(arr[i] > max)
        max = arr[i];
}
```

# Common Mistakes with Arrays

- Accessing out-of-bound index
- Forgetting size
- Confusing array with pointer
- Not sorting before binary search



# Session Summary

- Arrays store multiple values
- 1D and 2D arrays
- Searching techniques
- Foundation for advanced DSA

