

# Computer Science 1: Starting Computing CSCI 1300



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# Computer Science 1: Starting Computing CSCI 1300



Dr. Ioana Fleming  
Spring 2019  
Lecture 14



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# Reminders

## Submissions:

- Homework 5: due 2/24 at 6pm
- Homework 6: due Monday 3/4 at 6pm

## Readings:

- Ch. 6 – arrays
- Ch. 8 – streams

**Practicum I: Wed 2/20 at 5:30 pm**

*Should have received Moodle links?*



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# Practice, practice, practice!

- Review all previous Moodle programming questions from previous recitation and homework assignments
- Review examples we did in class
- Time is short; prepare accordingly.



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# Tips for Timed Exam

- Read the Questions
  - read them not once, but **TWICE** before starting the code
  - follow all the instructions explicitly (especially for names and order of parameters)
- Create or Modify a Code
  - know your C++ syntax
- Create and Use an IF, IF ELSE
  - know your C++ syntax
  - know how to create a condition
- Create and Use a WHILE or FOR loop
  - know your C++ syntax
- Passing parameters
  - know your C++ syntax



# Missed the Grading Interview?

- You are allowed to reschedule one interview in a semester without any penalty.
- Second time 25% penalty
- Third time 50% penalty
- And so on ...





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# Chapter Six:

# Arrays and Vectors



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Slides by Evan Gallagher

# Chapter Goals

- To become familiar with using arrays ~~and vectors~~ to collect values
- To learn about common algorithms for processing arrays ~~and vectors~~
- To write functions that receive and return arrays ~~and vectors~~
- To be able to use two-dimensional arrays

Vectors – later in the semester



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# Topic 1

1. Arrays
2. Common array algorithms
3. Arrays / functions
4. Problem solving: adapting algorithms
5. Problem solving: discovering algorithms
6. 2D arrays
7. Vectors
8. Chapter Summary



# Using Arrays

Think of a sequence of data:

32 54 67.5 29 35 80 115 44.5 100 65

(all of the same type, of course)  
(storable as **doubles**)



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# Using Arrays

32 54 67.5 29 35 80 115 44.5 100 65

**Which is the largest in this set?**

(You must look at every single value to decide.)



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# Using Arrays

32 54 67.5 29 35 80 115 44.5 100 65

So you would create a variable for each,  
of course!

```
int n1, n2, n3, n4, n5, n6, n7, n8, n9, n10;
```

***Then what ???***

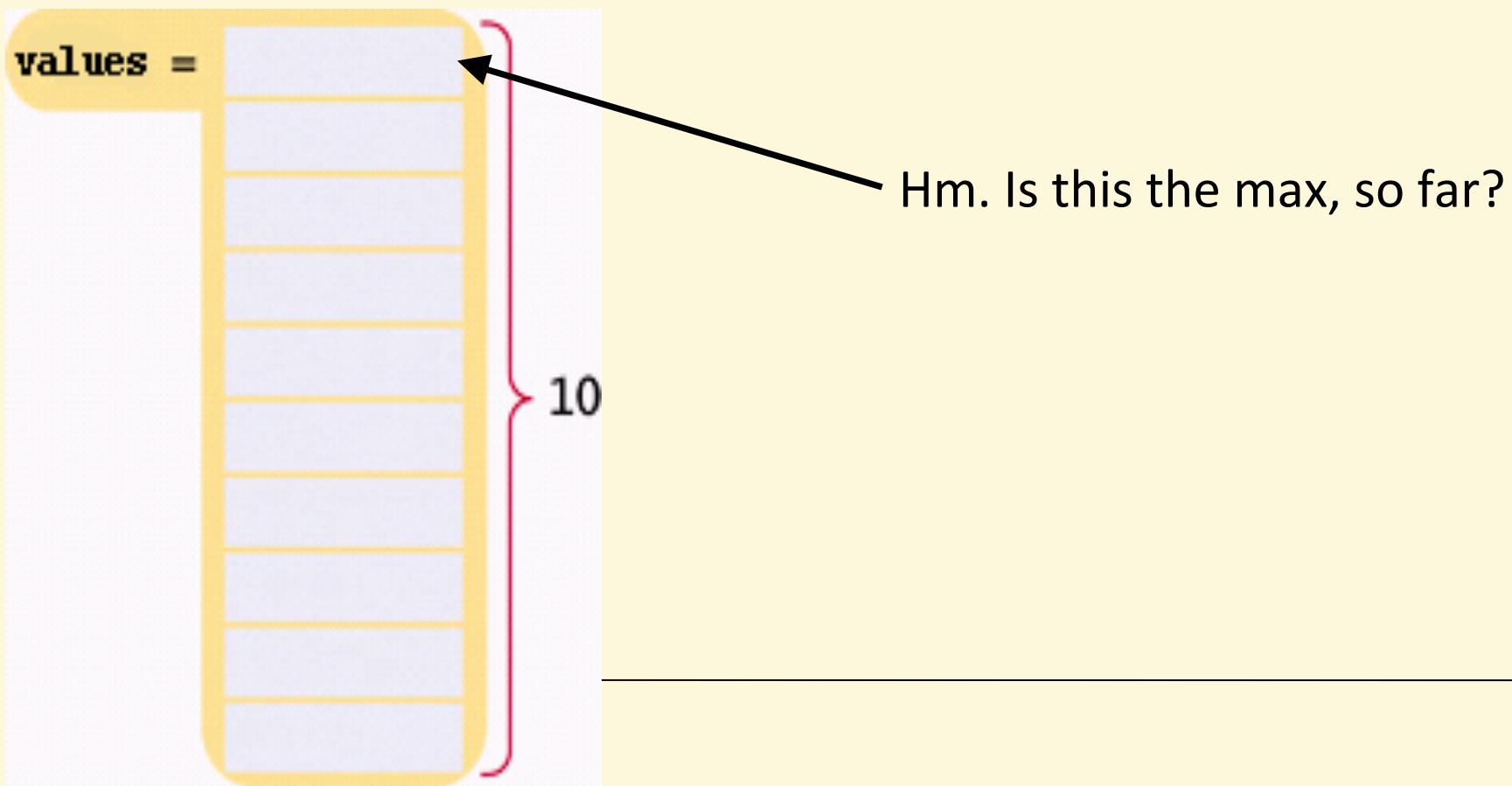


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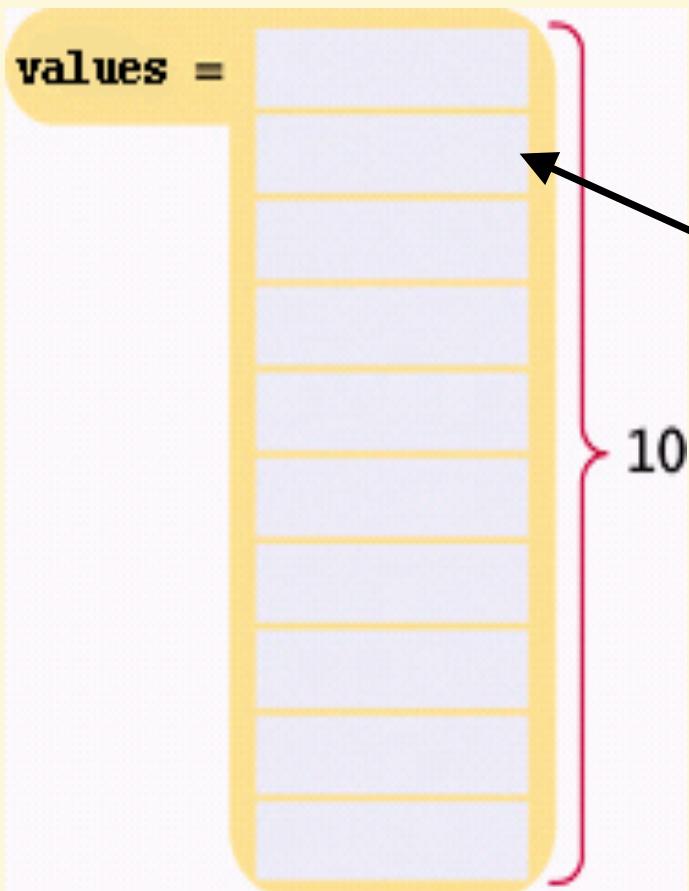
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# Using Arrays

You can easily visit each element in an array, checking and updating a variable holding the current maximum.



# Using Arrays

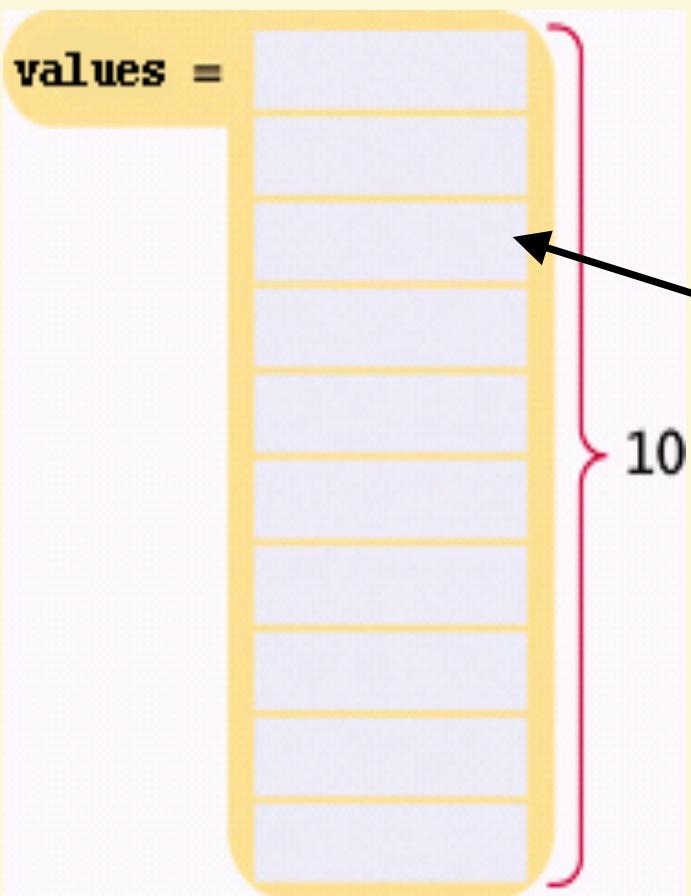


Maybe this one?



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# Using Arrays

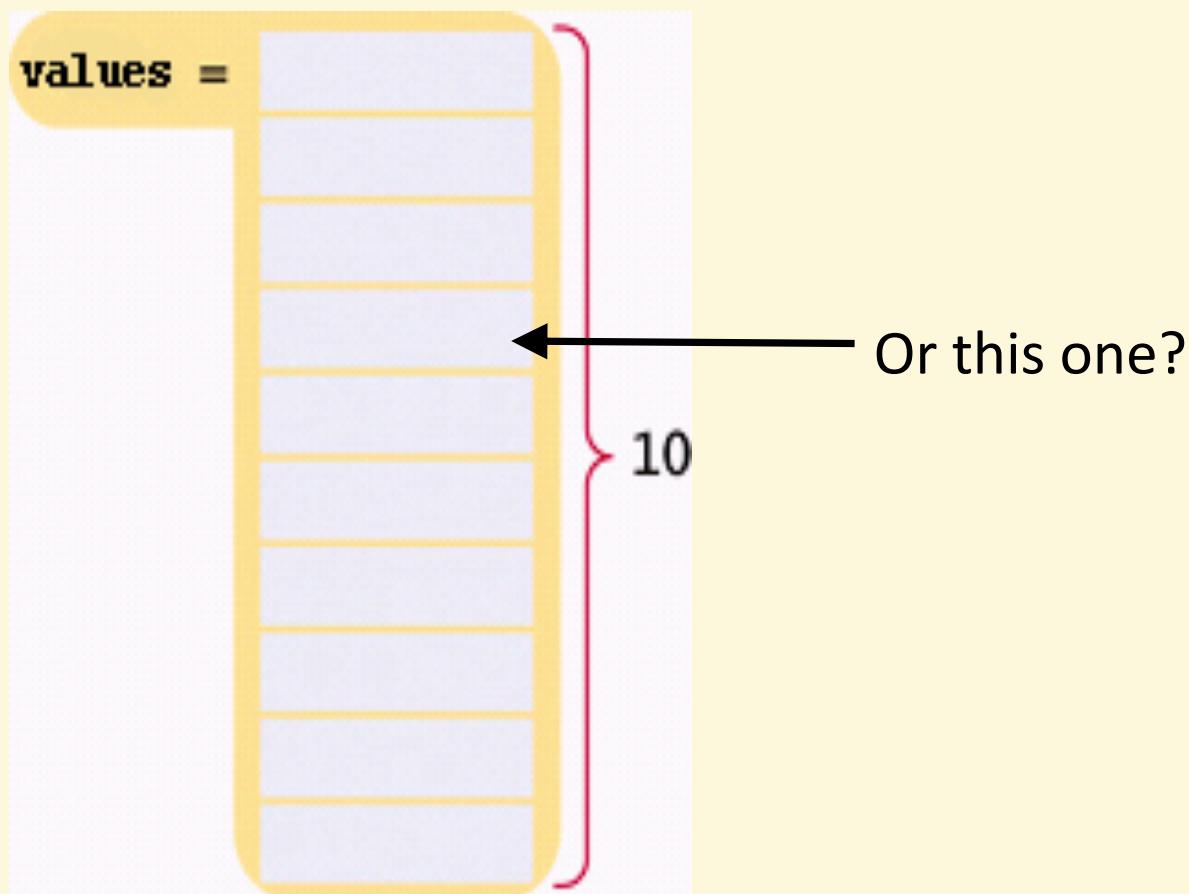


Or this one?



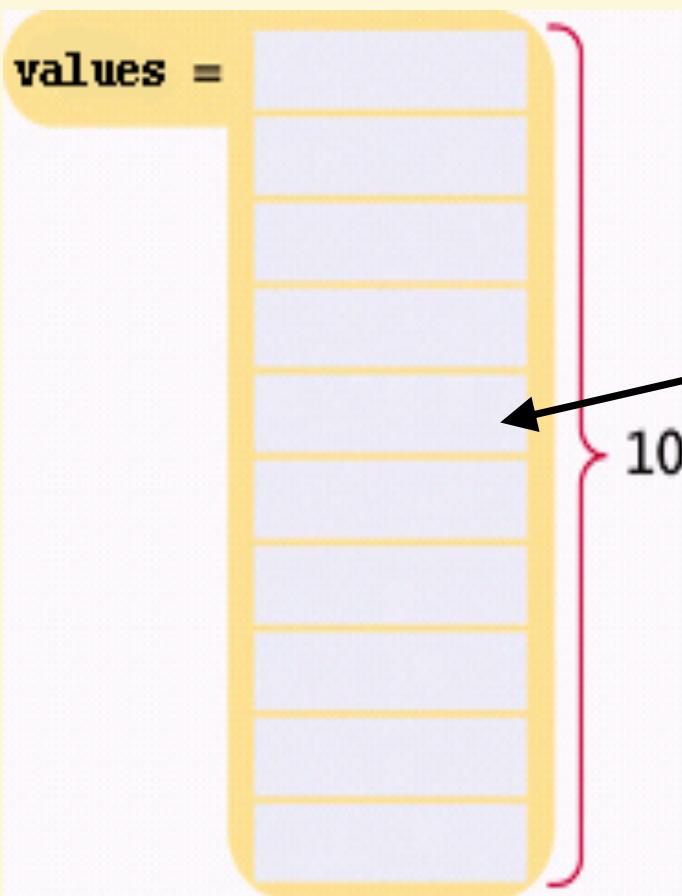
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# Using Arrays



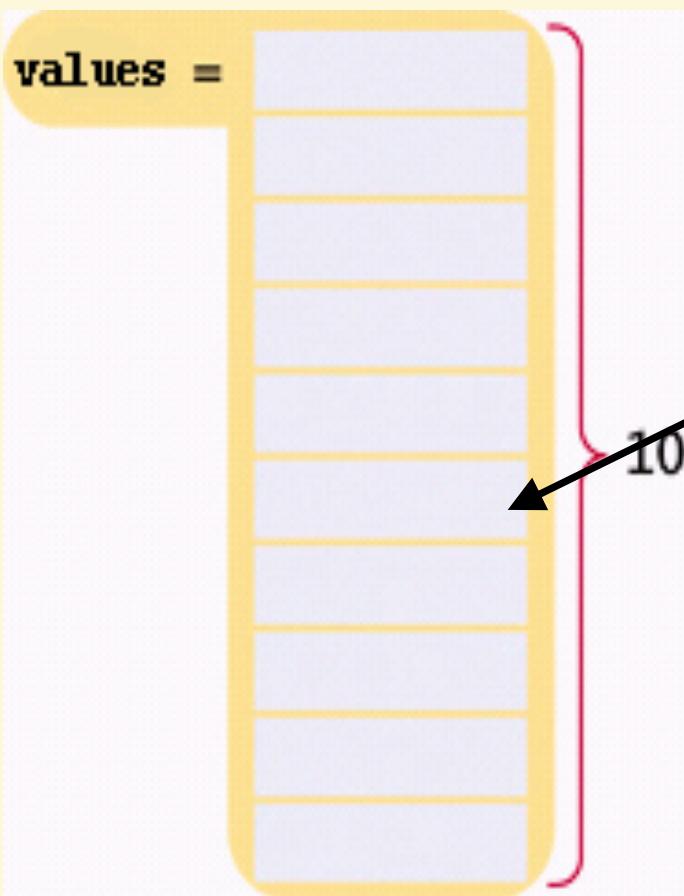
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# Using Arrays



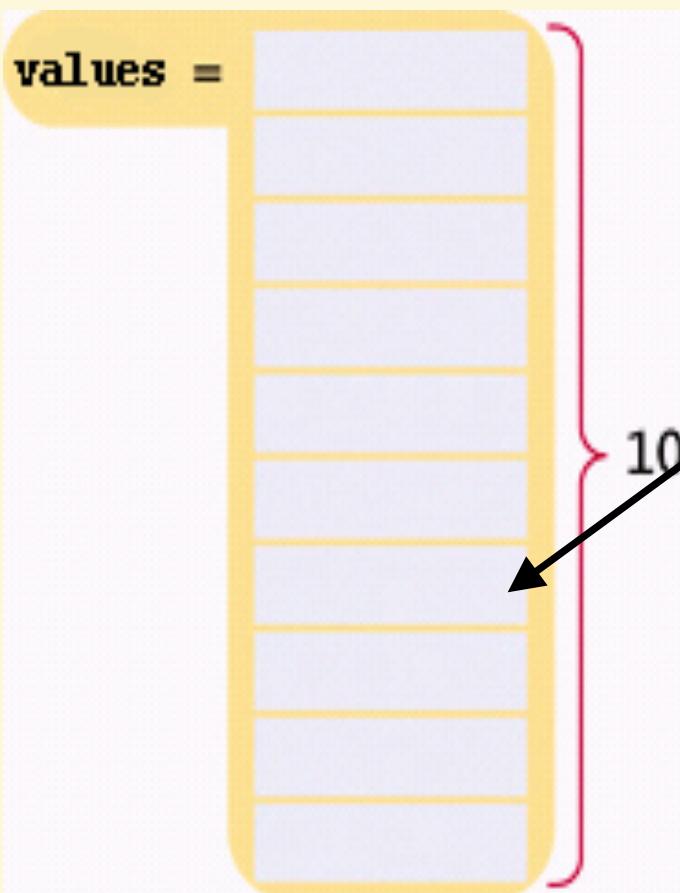
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# Using Arrays



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# Using Arrays

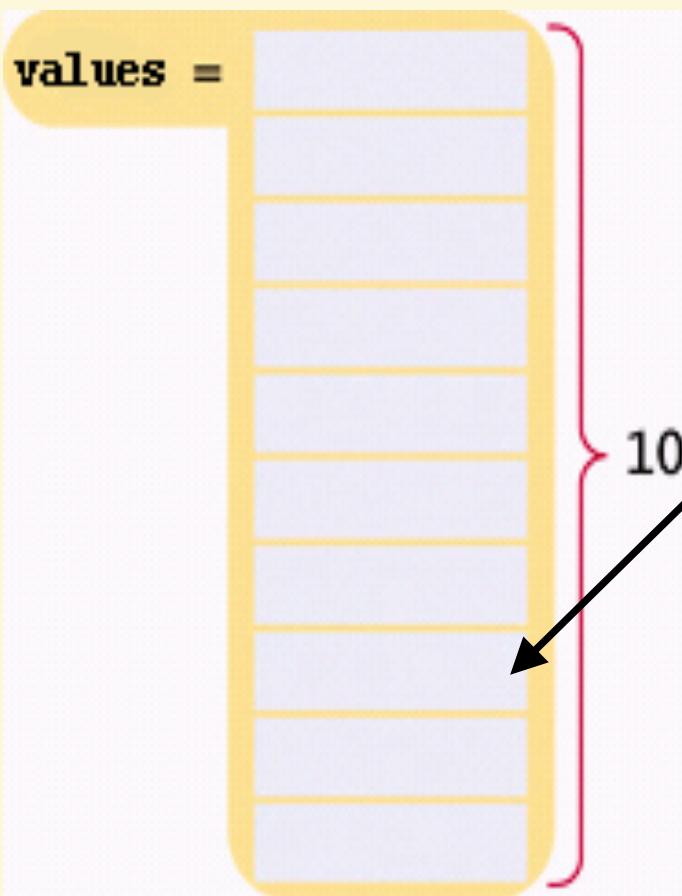


Again, maybe this one?



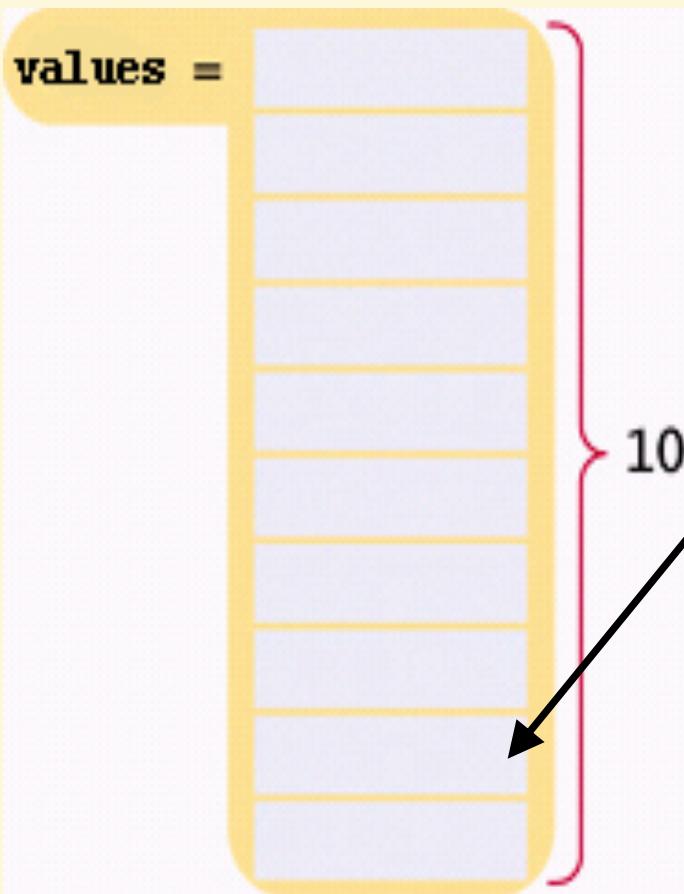
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# Using Arrays



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# Using Arrays



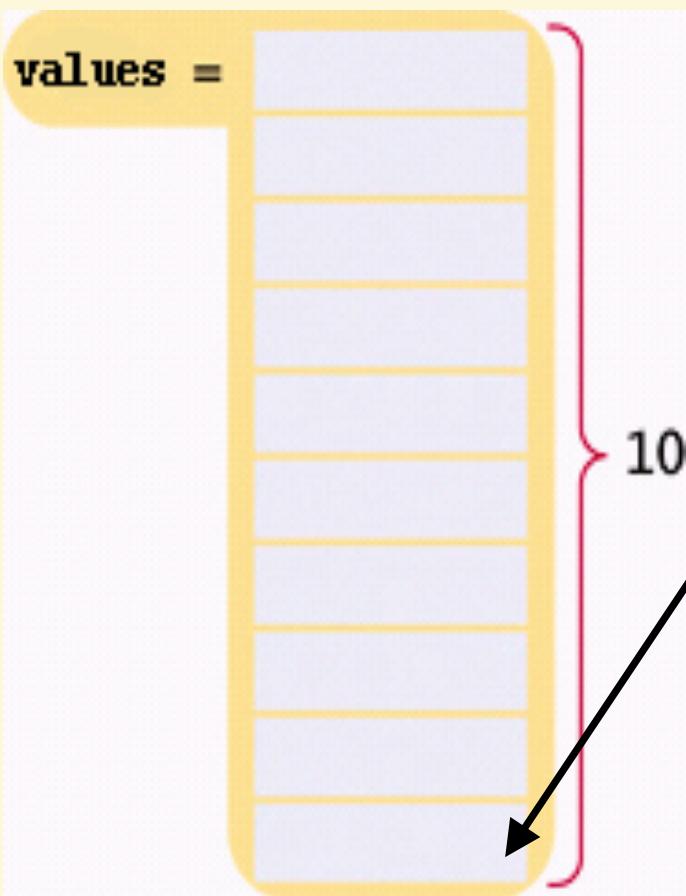
Or this one?

Will this never end?



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# Using Arrays

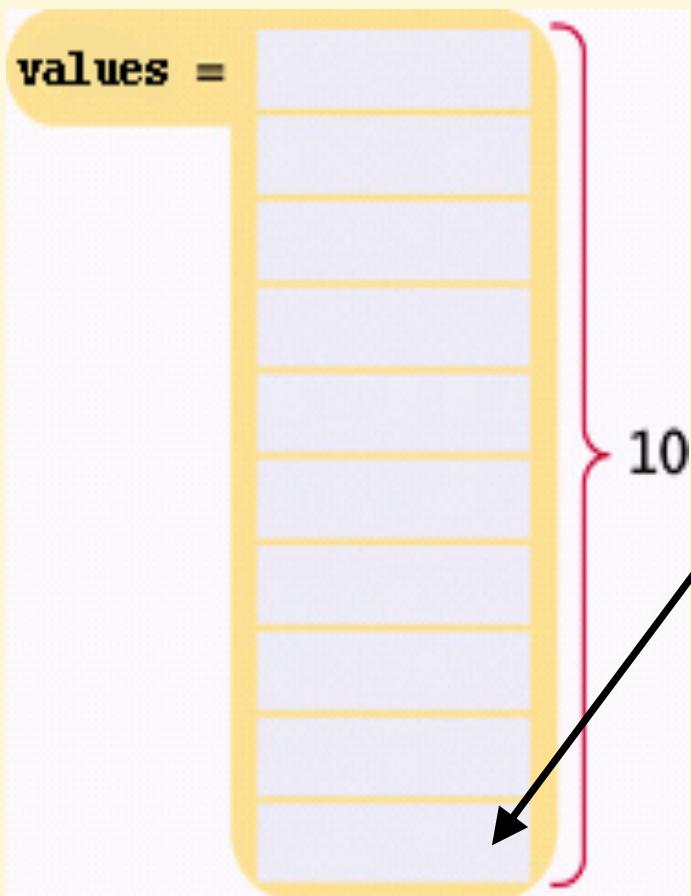


Or the last one? Finally!



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# Using Arrays and Vectors



Or the last one? ***Finally!***



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# Using Arrays and Vectors

That would have been impossible with ten separate variables!

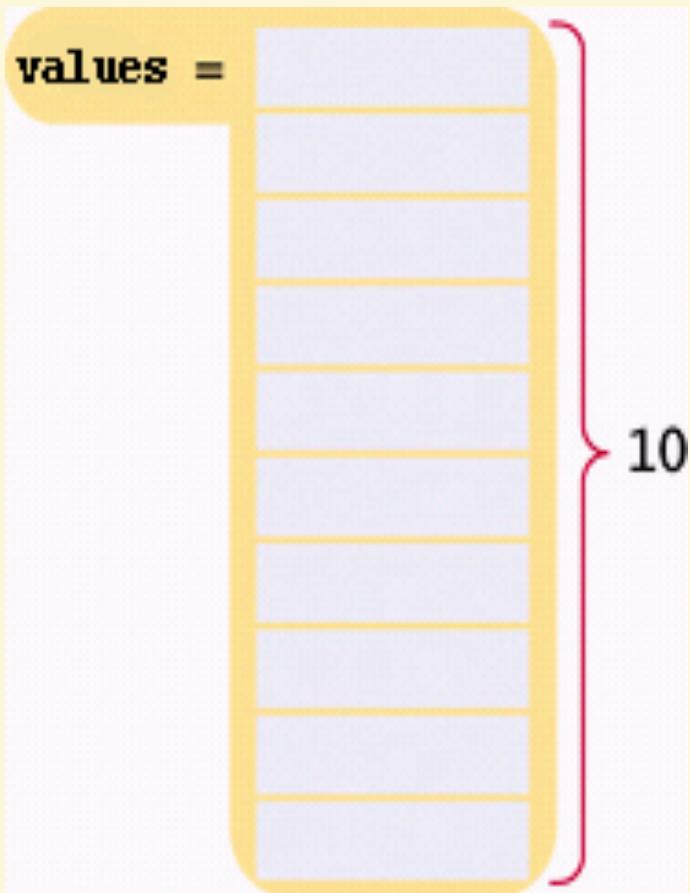
```
int n1, n2, n3, n4, n5, n6, n7, n8, n9, n10;
```

And what if there needed to be more double values in the set?

ARGH!



# Defining Arrays



An “array of double”

Ten elements of **double** type

can be stored under one **name**  
as an array.

**double values [10];**

**type of each element**

**quantity of elements – the “size” of the array,  
must be a constant**



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# Introduction to Arrays

- Array definition:
  - A collection of data of same type
- First "aggregate" data type
  - Means "grouping"
  - int, float, double, char are simple data types
- Used for lists of like items
  - Test scores, temperatures, names, etc.
  - Avoids declaring multiple simple variables
  - Can manipulate "list" as one entity



# Declaring Arrays

- Declare the array → allocates memory

```
int score[5];
```

- Declares array of 5 integers named "score"
  - Similar to declaring five variables:

```
int score[0], score[1], score[2], score[3],  
score[4]
```

- Individual parts can be called many things:

- Indexed or subscripted variables
  - "Elements" of the array
  - Value in brackets is called index or subscript
    - Numbered from 0 to (size - 1)



# Defining Arrays with Initialization

When you define an array, you can specify the initial values:

```
double values[] = { 32, 54, 67.5, 29, 35, 80, 115, 44.5, 100, 65 };
```



# Array Syntax

## Defining an Array

Element type      Name      Size  
`double values[5] = { 32, 54, 67.5, 29, 34.5 };`

Size must be a constant.

Ok to omit size if initial values are given.

Use brackets to access an element.

`values[i] = 0;`

Optional list of initial values

The index must be  $\geq 0$  and < the size of the array.



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# Accessing Arrays

- Access using index/subscript

```
cout << score[3];
```

- Note two uses of brackets:

- In declaration, specifies SIZE of array
  - Anywhere else, specifies a subscript

- Size, subscript need not be literal

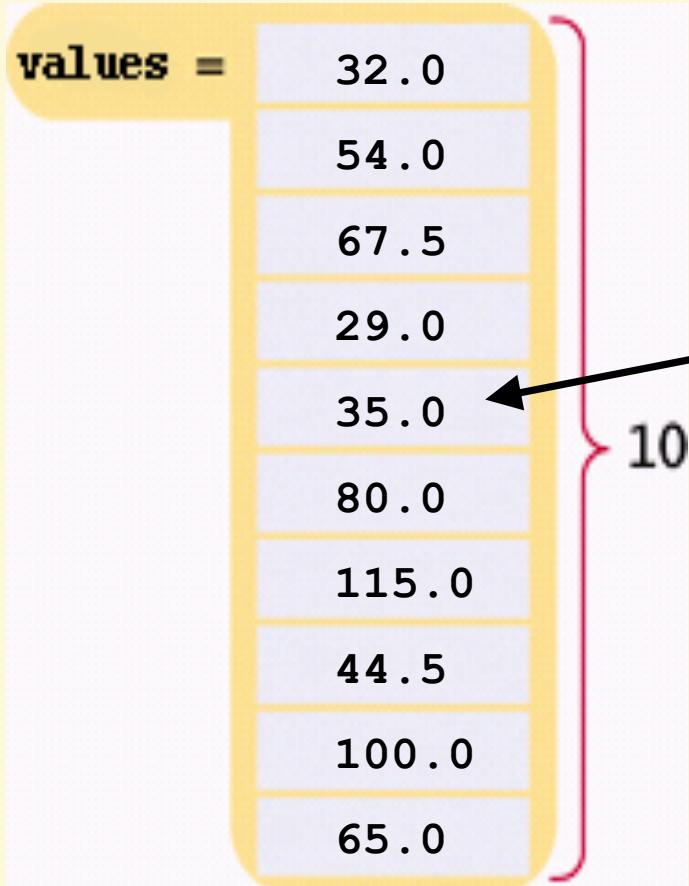
```
int score[MAX_SCORES];  
score[n+1] = 99;
```

- If n is 2, identical to: score[3]



# Accessing an Array Element

To access the element at index 4 using this notation: **values [4]**  
4 is the *index*.



```
double values[10];  
...  
cout << values[4] << endl;
```

The output will be 35.0.

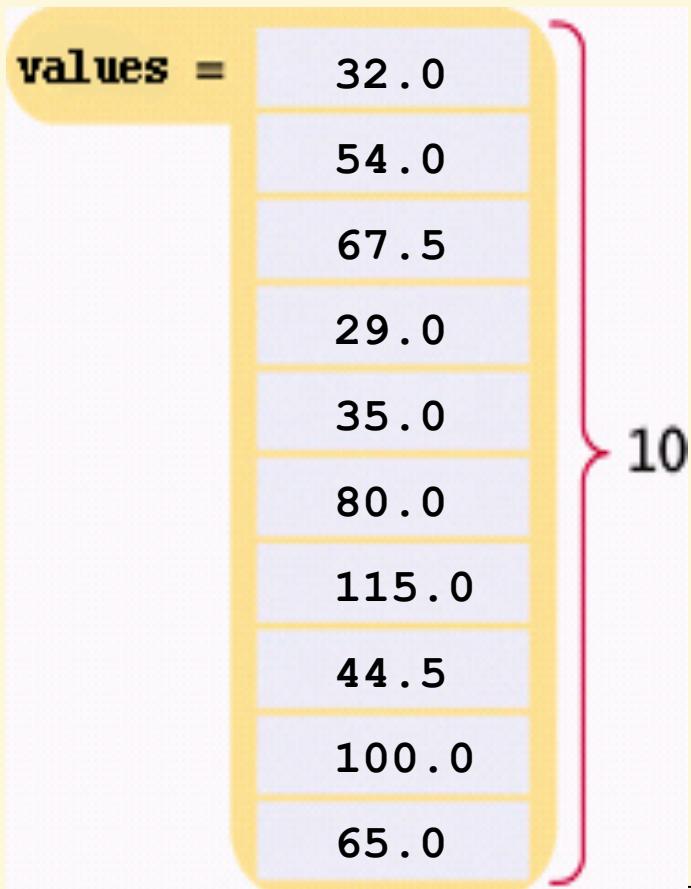


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# Accessing an Array Element

The same notation can be used to change the element.



```
values[4] = 17.7;
```

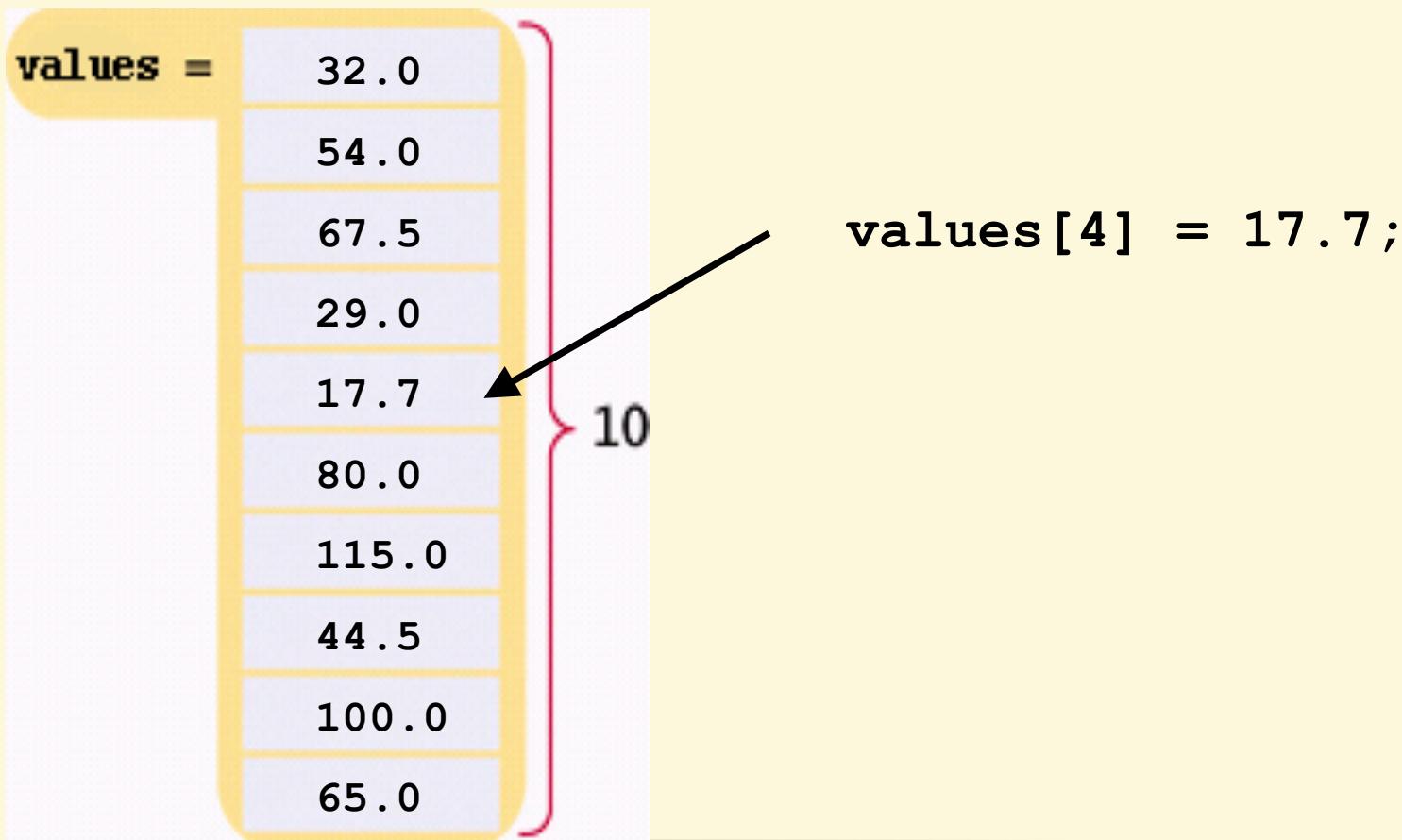


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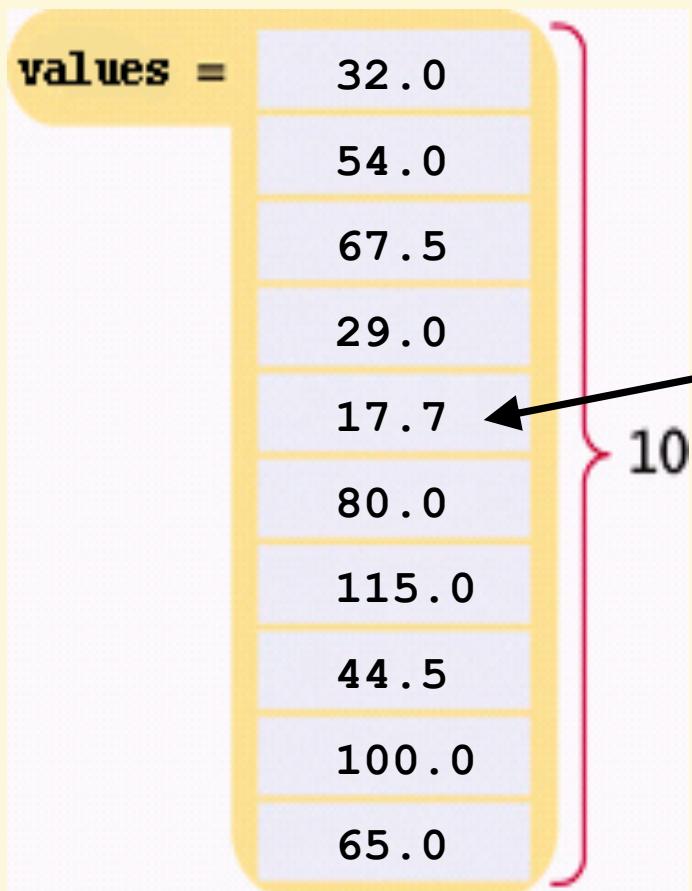


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# Accessing an Array Element

The same notation can be used to change the element.



```
values[4] = 17.7;  
cout << values[4] << endl;
```

The output will be 17.7.



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# Accessing an Array Element

That is, the legal elements for the **values** array are:

**values[0]**, the *first* element

**values[1]**, the second element

**values[2]**, the third element

**values[3]**, the fourth element

**values[4]**, the fifth element

...

**values[9]**, the tenth *and last legal* element

recall: **double values[10];**

The index must be  $\geq 0$  and  $\leq 9$ .

0, 1, 2, 3, 4, 5, 6, 7, 8, 9 is ... 10 numbers.



# Array Usage

- Powerful storage mechanism
- Can issue commands like:
  - "Do this to  $i^{\text{th}}$  indexed variable", where  $i$  is computed by program
  - "Display all elements of array score"
  - "Fill elements of array score from user input"
  - "Find highest value in array score"
  - "Find lowest value in array score"
- Disadvantages: size MUST BE KNOWN at declaration



# Demo

- Cloud9 – *largest.cpp*

