

## 04. ARRAYS AND ARRAYLISTS

### ① Arrays.

- Java array is an object which contain elements of a similar data type.
- The elements of an array are stored in a contiguous memory location.
- Syntax:

or datatype [] var = { val1, val2, val3 }

datatype [ ] variable name = new datatype [size];

↓                      ↓                      ↓  
 stack                                           heap

- `int[] arr` // declaration of array. `arr` is getting defined in the stack
- `arr = new int [5];` // this is actual memory creation  
 // obj is being created in the memory (heap)

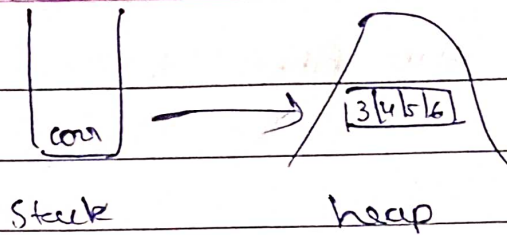
→ eg: `int[] arr = new int [5]`

↓    ↓  
 represent the type                      Store 5 thing  
 of data stored in                      in the array  
 array    (size.)

compile time

run time

The above concept is known as Dynamic memory allocation which means at runtime or execution time, memory is allocated.



## ② Internal representation of Arrays

→ Internally in Java, memory allocation totally depends on JVM whether it be continuous or not.

→ Reason 1: Objects are stored in heap memory

→ Reason 2: In JLS (Java Language Specification) it is mentioned that heap objects are not continuous

→ Reason 3: Dynamic memory allocation. Hence arrays objects in Java may not be continuous (depends on JVM)

## ③ Index of an array

Index → 0    1    2    3  
 arr → 

3	8	9	10
---	---	---	----

$arr[0] = 3$      $arr[1] = 8$

suppose we need to change value at index 2

$arr[2] = 11$

new array:

0    1    2    3  

3	8	11	10
---	---	----	----



④ new Keyword.

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

It will create an obj in heap memory of array size 5

→ If we don't provide values in an array internally by default it stores [0, 0, 0, 0, 0] for the above size of array.

declare string arrays

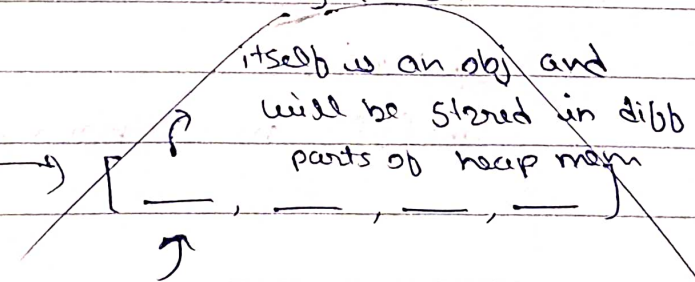
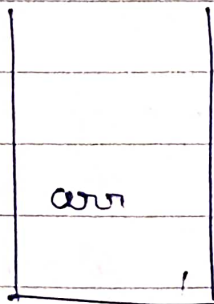
```
String[] arr = new String[4];
```

# Primitives (int, char, etc) are stored in Stack

# All other obj <sup>(String, array, hashmap)</sup> are stored in heap memory

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```
String[] arr = new String[4];
```



arr[0] → null

⑤ take input

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

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

```
    arr[i] = sc.nextInt();
```

```
}
```

⑥ for each loop.

```
for (int num : arr) {    ①
    s.out (num + " ");    ②
}
```

① for every element in array print element

② here 'num' represents elements of the array.

# `Arrays.toString(array)` → internally uses for loop and gives the output in proper format

# In an array, since we can change the objects they are mutable

# Strings are immutable

⑦ 2D array

→ Syntax:

```
int[][] arr = new int [size] [ ]
```

↑      ↑  
row      column

↑      ↑  
mandatory      not mandatory  
to give size

```
int [][] arr = { { 1, 2, 3 },
                  { 4, 5 },
                  { 7, 8, 9 },
}
```



```
int [][] arr = new int [3][2];
```

S.out (arr.length) // no of rows

```
for (int row=0; row < arr.length; row++) {
    for (int col=0; col < arr[row].length; col++) {
```

```
        arr[row][col] = in.nextInt();
    }
}
```

① Here arr.length = 3 which is defined in int [3][2]. arr.length = no of rows

② Here this for loop will iterate inside the column of that row. The no

OR with toString()

```
for (int row=0; row < arr.length; row++) {
    S.out (Arrays.toString(arr[row]));
}
```

OR with for each

```
for (int[] a : arr) {
    S.out (Arrays.toString(a));
}
```

## ⑧ ArrayList

→ It is a part of collection framework and is present in "java.util. package". It provides us with dynamic arrays in Java. It is slower than standard arrays.

→ Syntax:

```
ArrayList < Integer > list = new ArrayList < > ();
```

↓

add wrapper.

## \* Internal working of ArrayList.

→ Size is fixed internally

→ Suppose arraylist gets filled by some amt

a) It will make an arraylist of say double the size of arraylist initially

b) Old elements are copied in the new arraylist

c) Old ones are deleted.

→ eg:

```
ArrayList < Integer > list = new ArrayList < > (10);  
list.add(1);  
list.add(2);  
System.out.println(list);
```