



# Arrays & Strings

## Arrays

C# provides numerous built-in classes to store and manipulate data.

One example of such a class is the **Array** class.

An **array** is a data structure that is used to store a collection of data. You can think of it as a collection of variables of the **same type**.

For example, consider a situation where you need to store 100 numbers. Rather than declare 100 different variables, you can just declare an **array** that stores 100 **elements**.

To declare an **array**, specify its element types with square brackets:

```
int[] myArray;
```

This statement declares an **array** of integers.

Since arrays are **objects**, we need to instantiate them with the **new** keyword:

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

This instantiates an **array** named `myArray` that holds 5 integers.

Note the **square brackets** used to define the number of elements the **array** should hold.

## Arrays

After creating the **array**, you can assign values to individual elements by using the **index number**:

```
int[] myArray = new int[5];  
myArray[0] = 23;
```

This will assign the value 23 to the first element of the **array**.

Arrays in C# are zero-indexed meaning the first member has index 0, the second has index 1, and so on.

## Arrays

We can provide initial values to the **array** when it is declared by using curly brackets:

```
string[] names = new string[3] {"John", "Mary", "Jessica"};  
double[] prices = new double[4] {3.6, 9.8, 6.4, 5.9};
```

We can omit the size declaration when the number of elements are provided in the curly braces:

```
string[] names = new string[] {"John", "Mary", "Jessica"};  
double[] prices = new double[] {3.6, 9.8, 6.4, 5.9};
```

We can even omit the **new** operator. The following statements are identical to the ones above:

```
string[] names = {"John", "Mary", "Jessica"};  
double[] prices = {3.6, 9.8, 6.4, 5.9};
```

Array values should be provided in a comma separated list enclosed in {curly braces}.

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## Arrays

As mentioned, each element of an **array** has an index number. For example, consider the following **array**:

```
int[] b = {11, 45, 62, 70, 88};
```

The elements of **b** have the following indexes:

11	45	62	70	88
[0]	[1]	[2]	[3]	[4]

To access individual **array** elements, place the element's index number in square brackets following the **array** name.

```
Console.WriteLine(b[2]);  
//Outputs 62  
  
Console.WriteLine(b[3]);  
//Outputs 70
```

Try It Yourself

Remember that the first element has index 0.

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## Arrays & Loops

It's occasionally necessary to iterate through the elements of an **array**, making element assignments based on certain calculations. This can be easily done using loops. For example, you can declare an **array** of 10 integers and assign each element an even value with the following loop:

```
int[] a = new int[10];  
for (int k = 0; k < 10; k++) {  
    a[k] = k*2;  
}
```

We can also use a loop to read the values of an [array](#).  
For example, we can display the contents of the [array](#) we just created:

```
for (int k = 0; k < 10; k++) {  
    Console.WriteLine(a[k]);  
}
```

Try It Yourself

This will display the values of the elements of the [array](#).

The variable **k** is used to access each [array](#) element.  
The last index in the [array](#) is 9, so the for loop condition is `k<10`.

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## The foreach Loop

The **foreach** loop provides a shorter and easier way of accessing [array](#) elements.  
The previous example of accessing the elements could be written using a **foreach** loop:

```
foreach (int k in a) {  
    Console.WriteLine(k);  
}
```

Try It Yourself

The **foreach** loop iterates through the [array](#) **a** and assigns the value of the current element to the variable **k** at each iteration of the loop. So, at the first iteration, `k=a[0]`, at the second, `k=a[1]`, etc.

The data type of the variable in the **foreach** loop should match the type of the [array](#) elements.  
Often the keyword **var** is used as the type of the variable, as in: **foreach (var k in a)**. The compiler determines the appropriate type for **var**.

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## Arrays

The following code uses a **foreach** loop to calculate the sum of all the elements of an [array](#):

```
int[] arr = {11, 35, 62, 555, 989};  
int sum = 0;  
  
foreach (int x in arr) {  
    sum += x;  
}  
  
Console.WriteLine(sum);  
//Outputs 1652
```

Try It Yourself

To review, we declared an [array](#) and a variable **sum** that will hold the sum of the elements.  
Next, we utilized a **foreach** loop to iterate through each element of the [array](#), adding the corresponding element's value to the **sum** variable.

The **Array** class provides some useful methods that will be discussed in the coming lessons.

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## Multidimensional Arrays

An **array** can have multiple dimensions. A **multidimensional array** is declared as follows:

```
type[, ..., ] arrayName = new type[size1, size2, ..., sizeN];
```

For example, let's define a two-dimensional 3x4 **integer array**:

```
int[, ] x = new int[3,4];
```

Visualize this **array** as a table composed of 3 rows and 4 columns:

	Column 1	Column 2	Column 3	Column 4
Row 1	<code>x[0][0]</code>	<code>x[0][1]</code>	<code>x[0][2]</code>	<code>x[0][3]</code>
Row 2	<code>x[1][0]</code>	<code>x[1][1]</code>	<code>x[1][2]</code>	<code>x[1][3]</code>
Row 3	<code>x[2][0]</code>	<code>x[2][1]</code>	<code>x[2][2]</code>	<code>x[2][3]</code>

Array indexing starts from 0.

## Multidimensional Arrays

We can initialize multidimensional arrays in the same way as single-dimensional arrays.

**For example:**

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

This will create an **array** with three rows and two columns. Nested curly brackets are used to define values for each row.

To access an element of the **array**, provide both indexes. For example `someNums[2, 0]` will return the value **4**, as it accesses the first column of the third row.

Let's create a program that will display the values of the **array** in the form of a table.

```
for (int k = 0; k < 3; k++) {  
    for (int j = 0; j < 2; j++) {  
        Console.Write(someNums[k, j] + " ");  
    }  
    Console.WriteLine();  
}
```

**Try It Yourself**

We have used two nested **for** loops, one to iterate through the rows and one through the columns. The `Console.WriteLine();` statement moves the output to a new line after one row is printed.

Arrays can have any number of dimensions, but keep in mind that arrays with more than three dimensions are harder to manage.

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## Jagged Arrays

A **jagged array** is an **array** whose elements are arrays. So it is basically an **array of arrays**. The following is a declaration of a single-dimensional **array** that has three elements, each of which is a single-dimensional **array** of integers:

```
int[] jaggedArr = new int[3];
```

Each dimension is an **array**, so you can also initialize the **array** upon declaration like this:

```
int[] jaggedArr = new int[]  
{  
    new int[] {1,8,2,7,9},  
    new int[] {2,4,6},  
    new int[] {33,42}  
};
```

You can access individual **array** elements as shown in the example below:

```
int x = jaggedArr[2][1]; //42
```

**Try It Yourself**

This accesses the second element of the third **array**.

A **jagged array** is an **array-of-arrays**, so an `int[]` is an **array** of `int`, each of which can be of different lengths and occupy their own block in memory.  
A **multidimensional array** (`int[,]`) is a single block of memory (essentially a matrix). It always has the same amount of columns for every row.

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## Arrays Properties

The `Array` class in C# provides various properties and methods to work with arrays. For example, the **Length** and **Rank** properties return the number of elements and the number of dimensions of the **array**, respectively. You can access them using the dot syntax, just like any class members:

```
int[] arr = {2, 4, 7};  
Console.WriteLine(arr.Length);  
//Outputs 3  
  
Console.WriteLine(arr.Rank);  
//Outputs 1
```

**Try It Yourself**

The **Length** [property](#) can be useful in **for** loops where you need to specify the number of times the loop should run.

For example:

```
int[] arr = {2, 4, 7};  
for(int k=0; k<arr.Length; k++) {  
    Console.WriteLine(arr[k]);  
}
```

Try It Yourself

Tap **Try It Yourself** to play around with the code!

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## Array Methods

There are a number of methods available for arrays.

**Max** returns the largest value.

**Min** returns the smallest value.

**Sum** returns the sum of all elements.

For example:

```
int[] arr = { 2, 4, 7, 1};  
Console.WriteLine(arr.Max());  
//Outputs 7  
  
Console.WriteLine(arr.Min());  
//Outputs 1  
  
Console.WriteLine(arr.Sum());  
//Outputs 14
```

Try It Yourself

C# also provides a [static](#) **Array** class with additional methods. You will learn about those in the next module.

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## Strings

It's common to think of strings as arrays of characters. In reality, strings in C# are objects. When you declare a [string](#) variable, you basically instantiate an object of type **String**.

String objects support a number of useful properties and methods:

**Length** returns the length of the [string](#).

**IndexOf(value)** returns the index of the first occurrence of the value within the [string](#).

**Insert(index, value)** inserts the value into the [string](#) starting from the specified index.

**Remove(index)** removes all characters in the [string](#) after the specified index.

**Replace(oldValue, newValue)** replaces the specified value in the [string](#).

**Substring(index, length)** returns a substring of the specified length, starting from the specified index. If length is not specified, the operation continues to the end of the [string](#).

**Contains(value)** returns true if the [string](#) contains the specified value.

The examples below demonstrate each of the String members:

```

string a = "some text";
Console.WriteLine(a.Length);
//Outputs 9

Console.WriteLine(a.IndexOf('t'));
//Outputs 5

a = a.Insert(0, "This is ");
Console.WriteLine(a);
//Outputs "This is some text"

a = a.Replace("This is", "I am");
Console.WriteLine(a);
//Outputs "I am some text"

if(a.Contains("some"))
    Console.WriteLine("found");
//Outputs "found"

a = a.Remove(4);
Console.WriteLine(a);
//Outputs "I am"

a = a.Substring(2);
Console.WriteLine(a);
//Outputs "am"

```

Try It Yourself

You can also access characters of a [string](#) by its index, just like accessing elements of an [array](#):

```

string a = "some text";
Console.WriteLine(a[2]);
//Outputs "m"

```

Try It Yourself

Indexes in strings are similar to arrays, they start from 0.

## Working with Strings

Let's create a program that will take a [string](#), replace all occurrences of the word "dog" with "cat" and output the first sentence only.

```

string text = "This is some text about a dog. The word dog appears in this text a number of times. This is the end.";

text = text.Replace("dog", "cat");
text = text.Substring(0, text.IndexOf(".") + 1);

Console.WriteLine(text);
//Outputs: "This is some text about a cat."

```

Try It Yourself

The code above replaces all occurrences of "dog" with "cat". After that it takes a substring of the original `string` starting from the first index until the first occurrence of a period character. We add one to the index of the period to include the period in the substring.

C# provides a solid collection of tools and methods to work and manipulate strings. You could, for example, find the number of times a specific word appears in a book with ease, using those methods.

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# End.