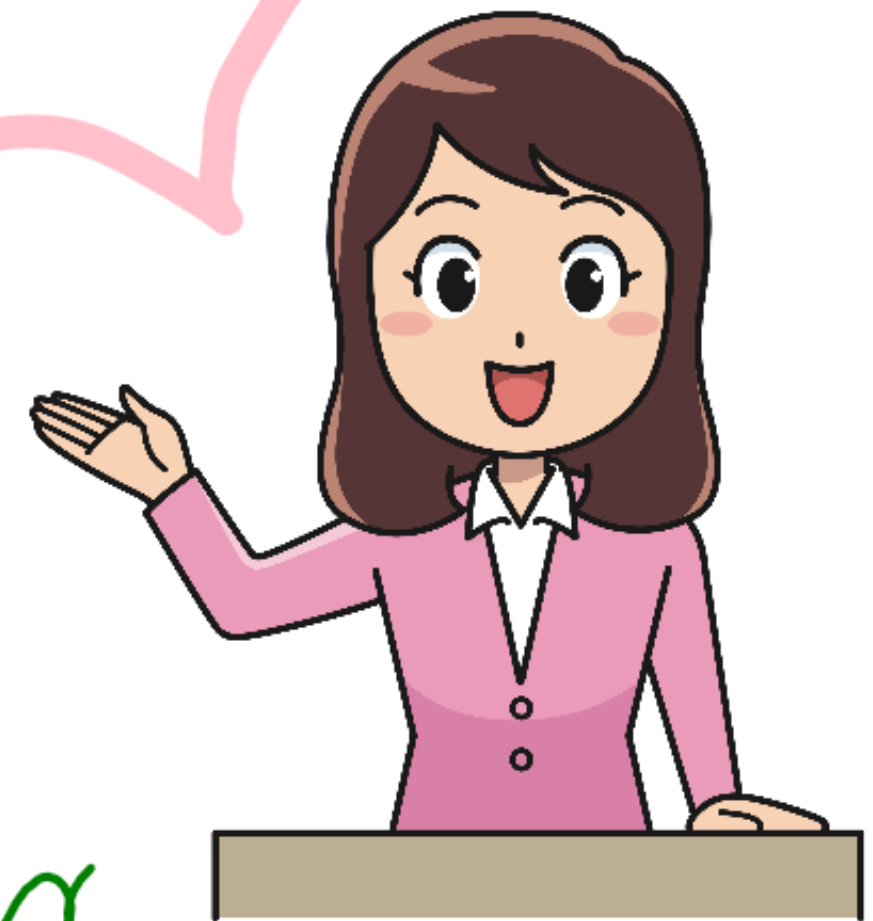


# 1D - Array

## Introduction to Array

An array can be defined as a linear data structure, which is used to store a sequence of values of the same type.



←  $n = 6$  →

0	1	2	3	4	5
10	20	30	40	50	60

→ Index

→ INT (4 Byte)

→ value

→ array

Index  $\in [0, n-1]$ , here  $[0, 5]$

→ Total Size = Size of INT \* Count of array  
= 24 byte

```
1  #include<iostream>
2  using namespace std;
3
4  int main(){
5
6      int arr[5];
7      cout << endl << sizeof(arr) << endl;
8
9      char str[5];
10     cout << sizeof(str) << endl;
11
12     double bbr[5];
13     cout << sizeof(bbr) << endl;
14
15     //assigning value to arr
16     for(int i = 1; i <= 5; i++)
17     {
18         arr[i] = i;
19         cout << arr[i] << " ";
20     }
21
22     //size of array
23     int size = sizeof(arr)/sizeof(int);
24     cout << endl << size << endl;
25
26     //array initialization
27     int array[5] = {1,2,3,4,5};
```

array initialization (with garbage value)

assigning values

calculating size of array

array initialized with values



# Array Initialization

## Method - I

```
//array initialization
int array[5] = {1,2,3,4,5}; //size setting is optional here
for(int i = 0; i < 5; i++)
{
    cout << endl << array[i] << " ";
}
//int array[5] = {1,2,3,4,5,6}; ERROR: NOT ALLOWED EXCEEDING THE ARRAY SIZE
```

→ will give error.

```
int A[5] = {1,2,3}; //ZERO WILL BE FILLED
cout << endl << "1." << endl;
for(int i = 0; i < 5; i++)
{
    cout << A[i] << " ";
}
```

→ if not given  
the, initial value  
0 will be set  
(no garbage value).

```
int B[5] = {0}; //ZERO WILL BE FILLED
cout << endl << "2." << endl;
for(int i = 0; i < 5; i++)
{
    cout << B[i] << " ";
}
```

## Method - II

```
int G[5];
memset(G, -1, sizeof(F));
cout << endl << "5." << endl;
for(int i = 0; i < 5; i++)
{
    cout << G[i] << " ";
}
```

(cstring-lib)  
memset function  
can be used to  
initialize value  
memset(arr, value,  
size of arr)  
take three parameters

```
int H[5];
memset(H, 2, sizeof(F)); //memset can only be used to init arr with 0 or -1
cout << endl << "6." << endl;
for(int i = 0; i < 5; i++)
{
    cout << H[i] << " ";
}
```

↓  
memset limitation

It is due to, memset saving in  
8-bits × 4 to four 32-bit int.

[00000010 00000010 00000010 00000010  
00000010]<sub>2</sub> = (33686018)<sub>10</sub>

↓  
this number  
will be stored.



## Reading input to array (Saving values)

```
int Z[5]; //to fill 2
```

```
cout << endl << "ENTER NUMBERS:." << endl;
```

```
for(int i = 0; i < 5; i++)
```

```
{  
    cin >> Z[i];  
}
```

} Reading values and  
Saving them, through  
loop (itr → index)

```
cout << endl << "INPUT TAKEN." << endl;
```

```
cout << endl << "Printing." << endl;
```

```
for(int i = 0; i < 5; i++)
```

```
{  
    cout << Z[i] << " ";
```

} - Printing array

```
}
```

```
cout << endl << "Reverse Printing." << endl;
```

```
for(int i = 4; i >= 0; i--)
```

```
{  
    cout << Z[i] << " ";
```

} - Reverse printing  
arr (itr in reverse)

```
}
```

## Array (1-D) Based example questions

first Occurrence [To find a target  
value and return its  
index of first occurrence]

Code:-

```
(Given)  
int arr[100] = {1,2,3,4,5}; //n<=100 constrain
```

```
int size = sizeof(arr)/sizeof(int);
```

```
int index = -1;
```

```
int target = 1;
```

↳ calc size(arr)

```
//linear search
```

```
//worst case will be when target not found, O(n)
```

```
for(int j=0; j<size ;j++)
```

```
{  
    if(arr[j]==target)
```

```
{  
        index = j;
```

```
        cout << "\nFirst Occurrence is at index: " << j;
```

```
        (break;)
```

```
    }
```

```
}
```

```
if (index==-1)
```

```
{
```

```
    cout << "\nTarget not found.";
```

```
}
```

↳ linear search  
will be used

↳ To find the target.

↳ To find only one occurrence

} if target is  
not found (condition)

