

JAVAGURU INTRODUCTION TO JAVA

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# LESSON 5.2

**ARRAYS**

**OVERVIEW**

## DEFINITION

- ▶ An array is a **container** object that holds a **fixed** number of values of a **single type**
- ▶ The **length** of an array is established when the array is **created**
- ▶ **After** creation, its **length is fixed**

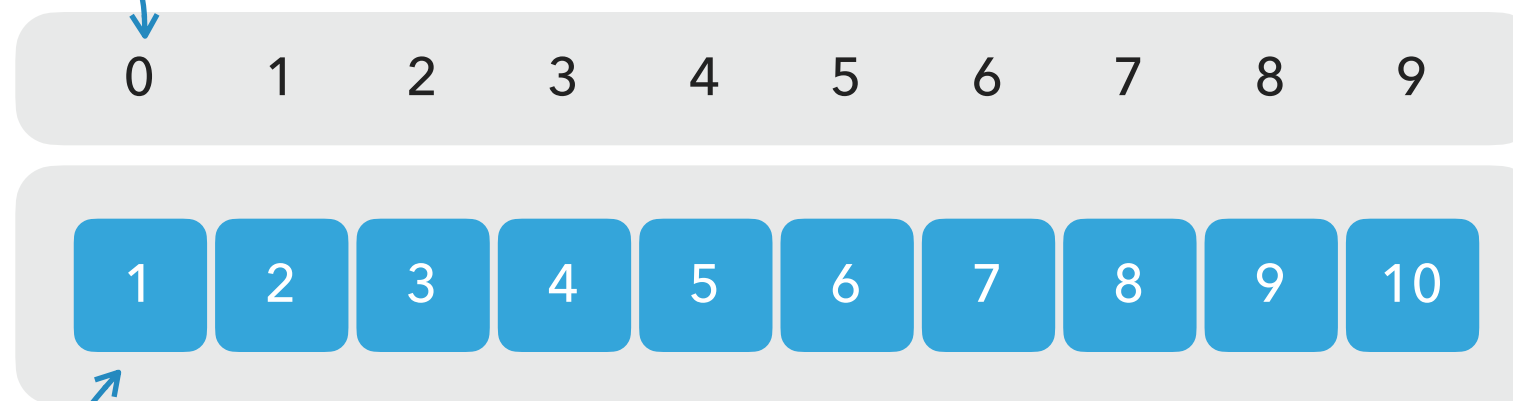
# ARRAYS VISUALISATION

Element index (location)

Array indices

Element value  
at index 0

Array values



Array length is 10

## ARRAYS DECLARATION: SYNTAX

- ▶ Array declaration **without** instantiation

```
type[] name;
```

- ▶ Array declaration **with** instantiation

```
type[] name = new type[size];
```

- ▶ Array declaration **with** inline initialization

```
type[] name = {var1, ..., varN};
```

## ARRAY DECLARATION: INSTANTIATION CODE EXAMPLE

### Code

```
int[] leapYears = new int[3];  
leapYears[0] = 2020; leapYears[1] = 2016; leapYears[2] = 2012;  
System.out.println("Leap years = " + Arrays.toString(leapYears));
```

### Console output

```
Leap years = [2020, 2016, 2012]
```

```
Process finished with exit code 0
```

## ARRAY DECLARATION: INLINE INITIALIZATION CODE EXAMPLE

### Code

```
int[] leapYears = {2020, 2016, 2012};  
System.out.println("Leap years = " + Arrays.toString(leapYears));
```

### Console output

```
Leap years = [2020, 2016, 2012]
```

```
Process finished with exit code 0
```

# PROCESSING ARRAYS



## WORKING WITH ARRAYS

- ▶ When working with arrays, **loops** are often used because of array **iterable** nature
- ▶ Array contains elements of the **single type** and **size** is **fixed** and known in advance

# 1. EXAMPLE: PRINTING ARRAY CONTENT

```
public class PrintingArrayDemo {  
    public static void main(String[] args) {  
        String[] alphabet = new String[5];  
  
        alphabet[0] = "A";  
        alphabet[1] = "B";  
        alphabet[2] = "C";  
        alphabet[3] = "D";  
        alphabet[4] = "E";  
  
        for (int i = 0; i < alphabet.length; i++) {  
            System.out.println "[" + i + "]: " + alphabet[i]);  
        }  
    }  
}
```

## 2. EXAMPLE: SUM OF ARRAY ELEMENTS

```
public class SumOfArrayElementsDemo {  
    public static void main(String[] args) {  
        int[] numbers = {1, 2, 3, 4, 5, 6, 7, 8, 9};  
        int sum = 0;  
  
        for (int i = 0; i < numbers.length; i++) {  
            sum += numbers[i];  
        }  
  
        System.out.println("Sum = " + sum);  
    }  
}
```

### 3. EXAMPLE: FIND SMALLEST ELEMENT IN ARRAY

```
public class SmallestArrayElementDemo {  
    public static void main(String[] args) {  
        int[] numbers = {61, 97, 4, 37, 12};  
        int min = numbers[0];  
  
        for (int i = 0; i < numbers.length; i++) {  
            if (numbers[i] < min) {  
                min = numbers[i];  
            }  
        }  
  
        System.out.println("min = " + min);  
    }  
}
```

**ADVANCED**

**ITERATION METHODS**

## FOR EACH (ENHANCED) LOOP: SUMMARY

- ▶ For each loop, also known as enhanced loop, is **another way** to traverse the array
- ▶ There is **no use** of the **index** or rather the **counter variable**
- ▶ Data type declared in the foreach **must match** the data type of the array that you are iterating
- ▶ Can access only **current** element
- ▶ **Significantly** reduces amount of code

## FOR EACH (ENHANCED) LOOP: SYNTAX

for each loop declaration

```
type[] name = {var1, ..., varN};
```

```
for (type item : name) {  
    statements...  
}
```

Iterator  
specification

Statement(s) that executed inside  
of the loop body

## FOR EACH (ENHANCED) LOOP: CODE EXAMPLE

```
public class ForEachDemo {  
    public static void main(String[] args) {  
        String[] dogBreeds = {  
            "Beagle",  
            "Golden Retriever",  
            "Pug",  
            "Shiba Inu"  
        };  
  
        for (String breed : dogBreeds) {  
            System.out.println(breed);  
        }  
    }  
}
```



# STATIC KEYWORD OVERVIEW

## STATIC KEYWORD OVERVIEW

- ▶ The keyword static indicates that the particular member belongs to a **type itself**, rather than to an **instance** of that type
- ▶ Only **one instance** of that static member is created which is **shared** across all instances of class
- ▶ **Can be applied** to the following elements:
  - ▶ Fields (variables)
  - ▶ Methods
  - ▶ Inner methods
  - ▶ Static code block

## STATIC FIELDS

- ▶ Exactly a single copy of static field is created and shared among instances of that class
- ▶ No matter how many times class is initialized.. Always single copy of static field

# 1. STATIC FIELDS CODE EXAMPLE: MESSAGE CLASS

```
public class Message {  
    public static int instancesCreated = 0;  
    private String text;  
    public Message(String text) {  
        this.text = text;  
        System.out.println("Creating message = '" + text + "'");  
        instancesCreated++;  
    }  
}
```

## 2. STATIC FIELDS CODE EXAMPLE: MESSAGE CLASS

### Code

```
System.out.println("Created = " + Message.instancesCreated);  
Message greeting = new Message("Hi!");  
Message question = new Message("How are you?");  
Message farewell = new Message("Goodbye!");  
System.out.println("Created = " + Message.instancesCreated);
```

### Console output

```
Created = 0  
Creating message = 'Hi!'  
Creating message = 'How are you?'  
Creating message = 'Goodbye!'  
Created = 3
```

## REASONS TO USE STATIC FIELDS

- ▶ When the value of variable is **independent** of objects
- ▶ When the value is supposed to be **shared** across all objects

## KEY POINTS TO REMEMBER

- ▶ Since static fields belong to a class, they can be accessed directly using class name and don't need any object reference
- ▶ Static variables can only be declared at the class level
- ▶ Static fields can be accessed without object initialization
- ▶ Although static field can be accessed through reference, access via class name is preferred

## STATIC METHODS

- ▶ Also belong to a **class** instead of the object
- ▶ Can be called **without** creating the object of the class in which they reside
- ▶ Generally used to perform an operation that is **not dependent** upon instance creation
- ▶ Widely used to create utility classes so that they can be obtained **without creating** a new object of these classes



# 1. STATIC METHODS CODE EXAMPLE: MATHS CLASS

```
public class QuickMaths {  
    public static int min(int[] numbers) {  
        if (numbers.length == 0) {  
            return 0;  
        }  
  
        int min = numbers[0];  
  
        for (int number : numbers) {  
            if (number < min) {  
                min = number;  
            }  
        }  
  
        return min;  
    }  
}
```

## 2. STATIC METHODS CODE EXAMPLE: MATHS CLASS

### Code

```
int[] values = {44, 65, 61, 16, 89};  
int result = QuickMaths.min(values);  
System.out.println("result = " + result);
```

### Console output

```
result = 16
```

```
Process finished with exit code 0
```

## REASONS TO USE STATIC METHODS

- ▶ To **access** or manipulate static variables and other static members that don't depend upon objects
- ▶ Widely used in **stateless** utility classes

## KEY POINTS TO REMEMBER

- ▶ Static methods cannot be **overridden**
- ▶ Instance methods can **directly access** both **instance methods** and **instance variables**
- ▶ Instance methods can **directly access** both **static variables** and **static methods**
- ▶ Static methods **can access** all **static variables** and other **static methods**
- ▶ Static methods **cannot** access instance variables and instance methods directly; only via **object reference**

## REFERENCES

- ▶ <https://docs.oracle.com/javase/tutorial/java/nutsandbolts/arrays.html>
- ▶ <https://www.javatpoint.com/array-in-java>
- ▶ <https://www.baeldung.com/java-arrays-guide>
- ▶ <https://www.baeldung.com/java-static>
- ▶ <https://www.geeksforgeeks.org/static-keyword-java/>