



Lesson Objectives

After completing this lesson, participants will be able to

- Understand the different types of Arrays
- Implement one and multi dimensional arrays
- Iterate arrays using loops
- Use varargs
- Work with `java.util.Arrays`



This lesson discusses about how to work java arrays.

Lesson outline:

- 13.1: One dimensional array
- 13.2: Multidimensional array
- 13.3: Using varargs
- 13.4: Using Arrays class
- 13.5: Best Practices

one /two dimensional array

Arrays



Arrays are used to group elements of either of primitive or reference types
Array in java is created as Object:

- This object will help developers to find size of array
- Using this object developers can manipulate array
- Can be compared with null

All elements of array of same type

Array is a fixed-length data structure having zero-based indexing



Arrays can be created for either primitive or reference type elements. Array in java is created as Object using new operator. Once array is created, individual elements can be accessed using index number enclosed in square brackets.

Arrays indexing is zero based, it means the first element of array start at index 0, second element is at 1, and so on. The last element of array is indexed as one minus size of an array.

Array size can be captured by using public final instance variable called length. This feature will avoid any runtime exceptions resulted due to out of bounds access.

one/two dimensional array

Arrays



A group of like-typed variables referred by a common name
Array declaration and initialization:

- `int arr [];`
 `arr = new int[10];`
- `int arr[] = {2,3,4,5};`
- `int twoDim [][] = new int[4][5];`

Syntax wherein the array is declared and initialized in the same statement:

```
strWords = { "quiet", "success", "joy", "sorrow", "java" };
```

one/two dimensional array



Creating Array Objects

Arrays of objects too can be created:

▪ Example 1:

```
Box barr[] = new Box[3];  
barr[0] = new Box();  
barr[1] = new Box();  
barr[2] = new Box();
```

▪ Example 2:

```
String[] Words = new String[2];  
Words[0]=new String("Bombay");  
Words[1]=new String("Pune");
```

Use new operator or directly initialize an array. When you create an array object using new, all its slots are initialized for you (0 for numeric arrays, false for boolean, '\0' for character arrays, and null for objects).

Like single dimensional arrays, we can form multidimensional arrays as well.

Multidimensional arrays are considered as array of arrays in java and hence can have asymmetrical arrays. See an example next.

one dimensional array



Demo

Executing the ArrayDemo.java program



We have seen how to pass parameters to program during compile time using parameter passing. One can pass parameters to a program at runtime too. The args parameter (a String array) in main() receives command line arguments.

```
class ArrayDemo {
    int intNumbers[];
    ArrayDemo(int i) {
        intNumbers = new int[i];
    }
    void populateArray() {
        for(int i = 0; i < intNumbers.length; ++i) intNumbers[i] = i;
    }
    void displayContents() {
        for(int i = 0; i < intNumbers.length; ++i)
            System.out.println("Number " + i + ": " + intNumbers[i]);
    }
    public static void main(String[] args) {
        //Accepting array length as command line argument.
        int intArg = Integer.parseInt(args[0]);
        ArrayDemo ad = new ArrayDemo(intArg);
        ad.displayContents();
        ad.populateArray();
        ad.displayContents();
    }
}
```

Enhance For Loop

Enhanced for Loop (foreach)



New feature introduced in Java 5
Iterate through a collection or array

▪ Syntax:

```
for (variable : collection)
{ //code }
```

▪ Example

```
int sum(int[] intArray)
{
    int result = 0;
    for (int index : intArray)
        result += index;
    return result;
}
```

Enhanced for loop works with collections and arrays. Notice the difference between the old code where the three standard steps of initialization, conditional check and re-initialization are explicitly required to be mentioned.

Old code

```
public class OldForArray {
    public static void main(String[] args){
        int[] squares = {0,1,4,9,16,25};
        for (int i=0; i< squares.length; i++){
            System.out.printf("%d squared is %d.\n",i, squares[i]);
        }
    }
}
```

New Code

```
public class NewForArray {
    public static void main(String[] args) {
        int j = 0;
        int[] squares = {0, 1, 4, 9, 16, 25};
        for (int i : squares) {
            System.out.printf("%d squared is %d.\n", j++, i);
        }
    }
}
```

Method with Variable Argument Lists
Variable Argument List



New feature added in J2SE5.0

Allows methods to receive unspecified number of arguments

An argument type followed by ellipsis(...) indicates variable number of arguments of a particular type

- *Variable-length* argument can take from *zero* to *n* arguments
- Ellipsis can be used only once in the parameter list
- Ellipsis must be placed at the end of the parameter list

J2SE5 has added a new feature that simplifies the creation of methods that need to take a variable number of arguments. This feature is called varargs and it is short for variable-length arguments.

Method with Variable Argument Lists

Variable Argument List (contd..)



The above print function can be invoked using any of the invocations:

- `print(1,1,"XYZ")`
- `print(2,5)`
- `print(5,6,"A","B")`

```
//Valid Code
void print(int a,int b,String...c)
{
    //code
}
```

```
//Invalid Code
void print(int a, int b...,float c)
{
    //code
}
```

Varargs can be used only in the final argument position.



Note that the ellipses (...) must come only after the last parameter. Putting it anywhere else is invalid.

The three periods indicate that the final argument may be passed as an array or as a sequence of arguments.

: Method with Variable Argument Lists
Demo



Execute the varargs.java program



```
import static java.lang.System.*;
public class varargs {
    static void print(int a,int y,String...s) {
        out.println(a+" "+y);
        for(int i=0;i<s.length;i++) out.print(s[i]+" ");
        out.println();
    }
    public static void main(String[] arg) {
        print(3,2,"java","java 5");
        out.println("Next invoke");
        print(1,2,"a","b","c","d","e");
    } }
```

Java Arrays expose a property called length that returns the length of the array.

O/P:

32

java java 5

Next invoke

12

a b c d e

Arrays Class

Using java.util.Arrays Class



This class contains lots of useful methods to manipulate contents of array

Method Name	Use
asList	Creates a new List from array
binarySearch	Use to search an element in an array
copyOf(array,n)	Creates new array of n size and copy all elements from array to new one
copyOfRange(array,n,from,to)	Creates new array of n size and copy specified elements from array to new one
sort	Sort elements of an array
equals	Compare two array elements
fill	Inserts specified value to each element of an array
stream(array)	Creates stream from an array

Arrays Class:

Java provides utility Arrays class to manipulate arrays. This class is provided in the `java.util` package and includes lots of static methods to deal with array.

Please refer the java documentation of this class to know more about method signature and use.

Note: `stream()` method will be discussed in later chapter.

Arrays Class
Demo



Execute the UsingArrays.java program



```
import java.util.Arrays;
public class UsingArrays{
    static void sort(int...s) {
        Arrays.sort(s);
        for(int i=0;i<s.length;i++) out.print(s[i]+" ");
        out.println();
    }
    public static void main(String[] arg) {
        sort(15,20,42,3,56,34);
    } }
```

Summary



In this lesson, you have learnt about:

- Creating and using array
- Manipulating array
- Iterating array
- Varargs
- Using `java.util.Arrays` class



Summary

Review Question



Question 1: If a display method accepts an integer array and returns nothing, is following call to display method is correct? State true or false.

- `display({10,20,30,40,50})`

Question 2: All methods in `java.util.Arrays` class are static (excluding `Object` class methods).

- True/False

