

ENSF 593/594

3 – Introduction to Arrays and Lists

Introduction to Arrays

- Although arrays are not objects, but they are treated much like objects.
 - Manipulated by reference.
 - Created dynamically at run time with the new operator.
 - Garbage collected when no longer referred to.
 - Cannot be subclassed.
- You can create an array of primitive types or object references.

One Dimensional Arrays

- Declaring an array of primitive types:

```
char []charArray = {'h', 'e','l', 'l', 'o'};  
byte [] byteArray = {(byte) 'H', (byte) 'i'};  
int[] myarray = new int[5];  
  
int myarray[] = new int[5];  
    ↑  
array reference
```

- The length of the array is set when it is created using new, and cannot be changed.
 - Could create another array of a different size, and assign it to the array reference `myarray`.

One Dimensional Arrays (continued)

- The length of the array is available using the length field. E.g. `myarray.length`
- Array elements are numbered 0 to length-1, and are accessed using array subscripts. E.g.

```
for (int i = 0; i < myarray.length; i++)  
    System.out.println(i + " = " + myarray[i]);
```

If an array subscript is ever out of range, an `IndexOutOfBoundsException` is thrown.

One Dimensional Arrays (continued)

- Declaring an array of object references:

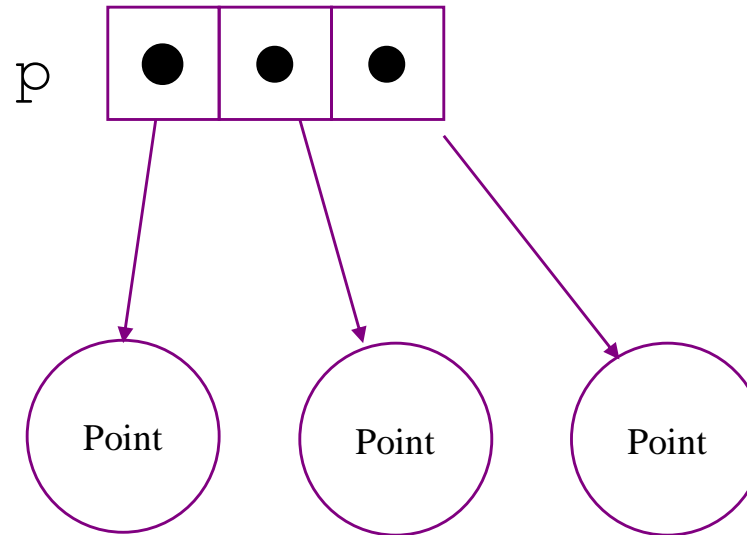
```
Point[] p = new Point[3];
```

array data type array reference creates the array dynamically

This does *not* create 3 Point objects, but only an array of object references. You must create the actual objects in a loop:

```
for (int i = 0; i < p.length; i++)  
    p[i] = new Point();
```

One Dimensional Arrays (continued)



One Dimensional Arrays (continued)

- Arrays can be created and initialized when declared using braces:

```
String[] st = {"Larry", "Curly", "Moe"};
```

- This is the same as:

```
String[] st = new String[3];
```

```
st[0] = "Larry";
```

```
st[1] = "Curly";
```

```
st[2] = "Moe";
```

One Dimensional Arrays (continued)

- To access an element within an array, use the `[]` operator.
- A convenient way to traverse an array is to use the *for* loop operator. Use the `length` attribute to get the number of elements in an array.

```
int[] a;
```

```
a = new int[] {1,2,3}; // an array with three  
                        // elements holding 1, 2, 3  
for (int i = 0; i < a.length; ++i)  
    System.out.println(a[i]);
```


One Dimensional Arrays (continued)

- The class `System` has a method called ***arraycopy*** that allows copying elements of one array to another. Copies all three elements of **a** into array **b**, starting at the second element of **b**.

```
int[ ] a = {5, 21, 30};  
int[ ] b = new int[5];
```

```
System.arraycopy(a, 0, b, 1, a.length);
```

```
for (int i = 0; i < b.length; ++i)  
    System.out.println(b[i] );
```

Class java.util.Arrays



- Class **java.util.Arrays** is a utility class that provides several useful methods, including:

- **binarySearch**: Searches a specified array for a specified value in a SORTED array.

```
int [] b = new int[5] {2, 3, 23, 5, ;  
int index = Arrays.binarySearch(b, 23);
```

- **equals** - Returns true if two specified arrays are *equal* to one another.
- **fill** - Assigns a specified value to each element of a specified array.

```
int [] b = new int[5];  
Arrays.fill(b, 23);
```

- **sort** - Sorts a specified array into ascending order. Example:

```
int [] array = new int[5] {3, 2, 1, 4, 5};  
Arrays.sort(array);
```

- These algorithms work on arrays of Objects and also on array of every primitive data type.

Multidimensional Arrays

- Tables with rows and columns

- Two-dimensional array

- Declaring two-dimensional array:

```
int b[][] = { { 1, 2 }, { 3, 4 } };
```

- 1 and 2 initialize b[0][0] and b[0][1]

- 3 and 4 initialize b[1][0] and b[1][1]

```
int b[][] = { { 1, 2 }, { 3, 4, 5 } };
```

- row 0 contains elements 1 and 2

- row 1 contains elements 3, 4 and 5

Multidimensional Arrays

- Can be allocated dynamically

```
int b[][];  
b = new int[ 3 ][ 4 ];
```

- Rows can have different number of columns

```
int b[][];  
b = new int[ 2 ][ ];    // allocates rows  
b[ 0 ] = new int[ 5 ]; // allocates row 0  
b[ 1 ] = new int[ 3 ]; // allocates row 1
```