

Introduction to Arrays

Today

- Introduction to arrays
 - Syntax
 - Basic I/O
 - Simple usage

Why Use Arrays

Example : Maximum of 3 numbers

```
int main(){
    int a, b, c, m;

    /* code to read
     * a, b, c */

    if (a>b){
        if (a>c) m = a;
        else m = c;
    }
    else{
        if (b>c) m = b;
        else m = c;
    }

    /* print or use m */

    return 0;
}
```

2-18

```
int max(int a, int b){
    if (a>b)
        return a;
    else
        return b;
}

int main() {
    int a, b, c, m;

    /* code to read
     * a, b, c */

    m = max(a, b);
    m = max(m, c);
    /* print or use m */

    return 0;
}
```

3

How would you scale this code to handle large number of inputs (e.g.: max of 100 numbers!)

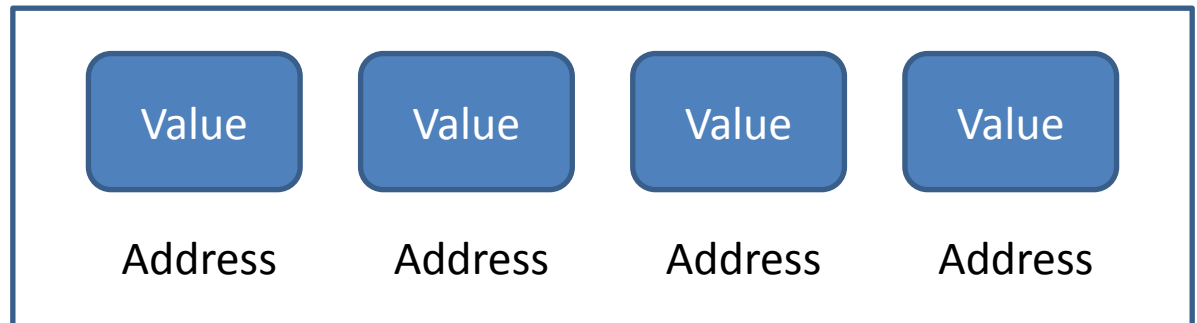
Operations on a List

- Take this list
- Do something to every element on this list
- Return the output for every element on the list



Address

These addresses contain entries from ONE list



Want to access them one after another

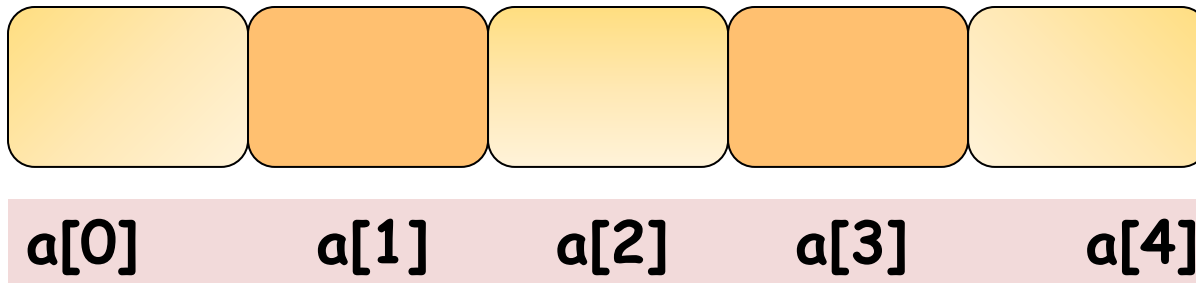
Arrays in C

An array in C is defined similar to defining a variable.

```
int a[5];
```

The square parenthesis [5] indicates that a is not a single integer but an array, that is a **consecutively allocated** group, of 5 integers.

It creates five integer boxes or variables



Array elements are consecutively allocated in memory.

The boxes are addressed as a[0], a[1], a[2], a[3] and a[4]. These are called the **elements** of the array.

Max of N Numbers

```
int max(int a, int b){
    if (a>b)
        return a;
    else
        return b;
}

int main() {
    int a[100];

    /* code to read
       100 numbers/
    m = max(a[0], a[1]);
    for (i = 2; i<100;i++){
        m = max(a[i], m);
    /* print or use m */

    return 0;
}
```

Arrays and loops are the bread and butter of basic programming

```
#include <stdio.h>
```

```
int main () {
```

```
    int i;
```

```
    int a[5];
```

```
    for (i=0; i < 5; i= i+1) {
```

```
        a[i] = i+1;
```

```
        printf("%d", a[i]);
```

```
    }
```

```
    return 0;
```

```
}
```

The program defines an integer variable called *i* and an integer array with name *a* of size 5

This is the notation used to address the elements of the array.

□ The variable *i* is being used as an "index" for *a*.

□ Similar to the math notation a_i

i

a[0]

a[1]

a[2]

a[3]

a[4]



```
#include <stdio.h>
```

```
int main () {
```

```
    int a[5];
```

```
    int i;
```

```
    for (i=0; i < 5; i= i+1) {
```

```
        a[i]= i+1;
```

```
    }
```

```
    return 0; }
```

Let us trace the execution of the program.

i

5

a[0]

a[1]

a[2]

a[3]

a[4]

1

2

3

4

5

Statement becomes a[0] =0+1;

Statement becomes a[1] =1+1;

Statement becomes a[2] =2+1;

Statement becomes a[3] = 3+1;

Statement becomes a[4] = 4+1;

One can define an array of float or an array of char, or array of any data type of C. For example

```
int main() {  
    float num[100];  
  
    char s[256];  
  
    /* some code here */  
}
```

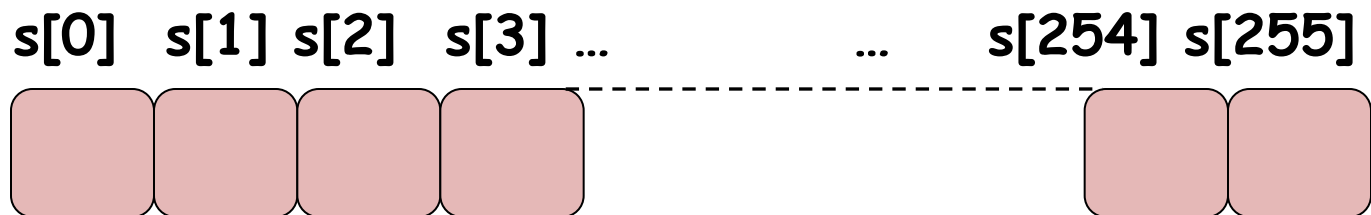
This defines an array called num of 100 floating point numbers indexed from 0 to 99 and named num[0]... num[99]

This defines an array called s of 256 characters indexed from 0 to 255 and named s[0]...s[255].

array
of
100
float



array
of 256
char

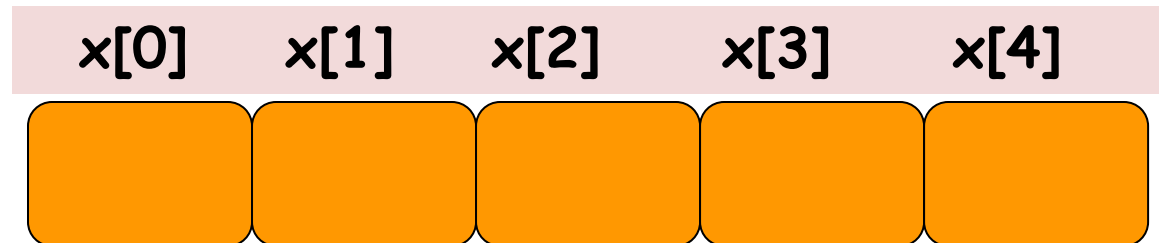
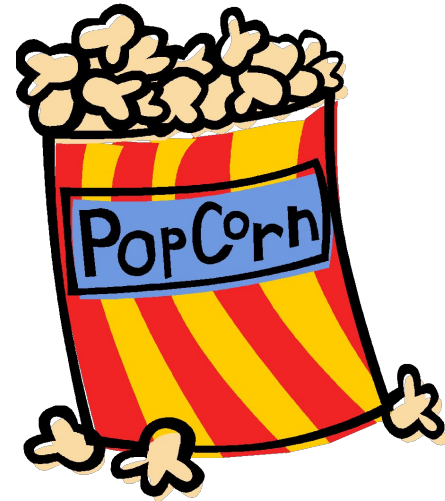


Mind the Size (of Array)

```
int f() {  
    int x[5];  
    ...  
}
```

This defines an integer array named `x` of size 5.

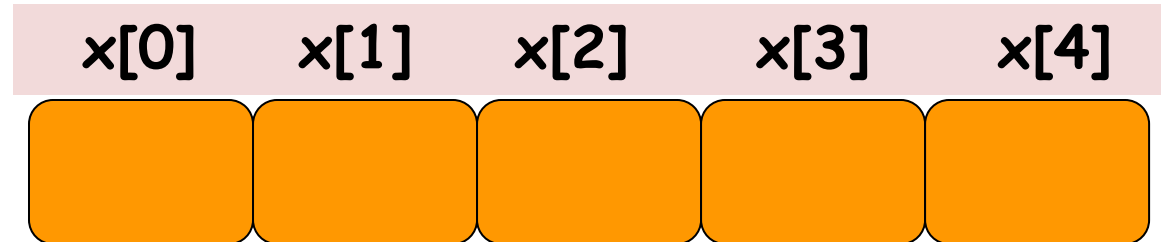
Five integer variables named `x[0]` `x[1]` ... `x[4]` are allocated.



The variables `x[0]`, `x[1]` ... `x[4]` are integers, and can be assigned and operated upon like integers! OK, so far so good!

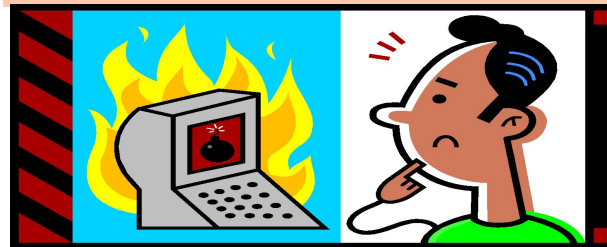
Mind the Size (of Array)

```
int f() {  
    int x[5];  
    ...  
}
```



But what about x[5], x[6], ... x[55]?
Can I assign to x[5], increment it, etc.?

**NO! Program may
crash!**



Why?

x[5], x[6], and so on are undefined. These are names but no storage has been allocated. Shouldn't access them!

Q: Shouldn't I or couldn't I access array elements outside of the array range declared?



```
int f() {  
    int x[5];  
    x[0] = 0;  
    x[1] = 1;  
    ...  
    x[4] = 4;  
  
    x[5] = 5;  
    x[6] = 6;  
}
```

All good

not recommended.

Will it compile? Yes, it will compile. C compiler may give a warning.

Program may give:

- 1) "segmentation fault: core dumped"
- 2) it may run correctly

Ans: You can but shouldn't.
Program may crash.

Reading Directly into Array

Read N numbers from user directly into an array

```
#include <stdio.h>
int main() {
    int num[10];
    for (i=0; i<10; i=i+1) {
        scanf("%d", &num[i]);
    }
    return 0;
}
```

scanf can be used directly, treat an array element like variable of the same data type.

1. For integers, read as `scanf("%d", &num[i]);`
2. For reading elements of a char array `s[]`, use `scanf("%c", &s[j])`.

In the previous slide, we had the statement:

```
scanf("%d", &num[i] );
```

What does `&num[i]` mean?

`&num[i]`: two operators `&` and `[]`.
gives address of array element `num[i]`.

`&` is the "address-of" operator.

1. It can be applied to any defined variable.
2. It returns the location (i.e., address) of this variable in the program's memory.

`[]`
array indexing operator
e.g, `num[i]`.

`&num[i]` is evaluated as:

`&(num[i])`

NOT as : `(&num)[i]`

Array Example: Print Backwards

Problem:

1. Define a character array of size 100 (upper limit)
2. read the input character by character and store in the array until either
 - 100 characters are read or
 - EOF (End Of File) is encountered
3. Now print the characters backwards from the array.

Example Input 1

Me or Moo

Output 1

ooM roa eM

Example Input 2

Eena Meena Dika

Output 2

akiD aneeM aneE

EOF (end of file)

- EOF is a distinctive value that is a non-character. This is to distinguish “an input” from “no more input”.
- In integers, it's -1. Not to be confused with “\n” or “ ” (space).
- `stdio.h` contains the integer value of EOF.

Read and Print in Reverse

1. We will design the program in a top down fashion, using just main() function.
2. There will be two parts to main: read_into_array and print_reverse.
3. read_into_array will read the input character-by-character up to 100 characters or until the end of input.
4. print_reverse will print the characters in reverse.

Overall design

```
int main() {  
    char s[100]; /* to hold the input */  
    /* read_into_array */  
    /* print_reverse */  
    return 0;  
}
```

Let us design the program fragment read_into_array.

Keep the following variables:

1. `int count`: count the number of characters read so far.
2. `int ch`: to read the next character using `getchar()`.

Note that `getchar()` has prototype `int getchar()` since `getchar()` returns all the 256 characters and the **integer EOF**

```
int ch;  
int count = 0;  
read the next character into ch using getchar();  
while (ch is not EOF AND count < 100) {  
    s[count] = ch;  
    count = count + 1;  
    read the next character into ch using getchar();  
}
```

An initial design
(pseudo-code)

```
int ch;
int count = 0;
read the next character into ch using getchar();
while (ch is not EOF AND count < 100) {
    s[count] = ch;
    count = count + 1;
    read the next character into ch using getchar();
}
```

initial design
pseudo-code

```
int ch;
int count = 0;
ch = getchar();
while ( ch != EOF && count < 100) {
    s[count] = ch;
    count = count + 1;
    ch = getchar();
}
```

Overall design

```
int main() {
    char s[100];
    /* read_into_array */
    /* print_reverse */
    return 0;
}
```

Translating the read_into_array
pseudo-code into code.

What is the value of
count at the end of
read_into_array?

Let us trace the execution.
We will do this for part
read_into_array

```
#include <stdio.h>
```

```
int main() {
```

```
    char s[100];
```

```
    int count = 0;
```

```
    int ch, i;
```

```
    ch = getchar();
```

```
    while (ch != EOF &&  
           count < 100) {  
        s[count] = ch;  
        count = count + 1;  
        ch = getchar();  
    }
```

INPUT

HELLO<eof>

i

ch

eof

s[0]

`H'

s[1]

`E'

s[2]

`L'

s[3]

`L'

s[4]

`O'

s[99]

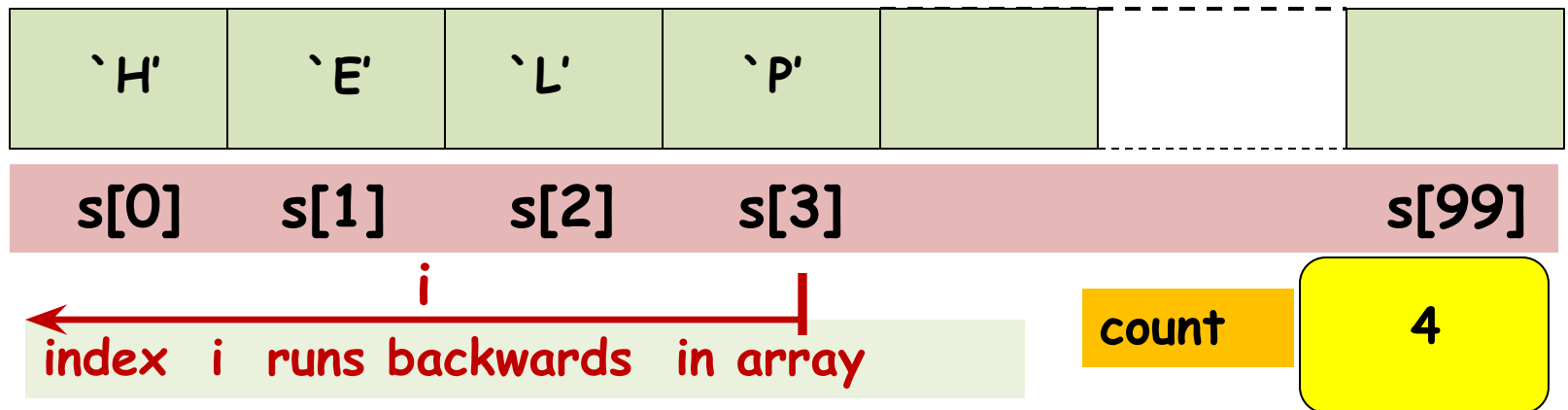
count

5

Now let us design the code fragment **print_reverse**

Suppose input is:

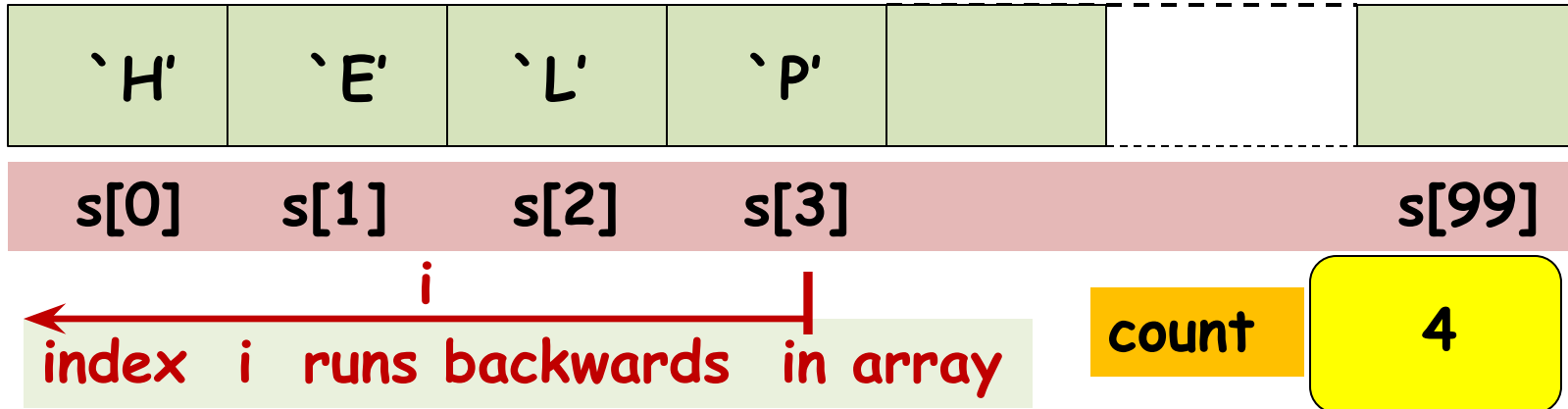
HELP<eof>



```
int i;  
set i to the index of last character read.  
  
while (i >= 0) {  
    print s[i]  
    i = i-1;    /* shift array index one to left */  
}
```

PSEUDO CODE

The
array
char
s[100]



```
int i;  
set i to index of the last character read.
```

```
while (i >= 0) {  
    print s[i]  
    i = i-1;  
}
```

PSEUDO
CODE

Translating pseudo code to
C code: `print_reverse`

```
int i;
```

```
i = count-1;
```

```
while (i >=0) {  
    putchar(s[i]);  
    i=i-1;  
}
```

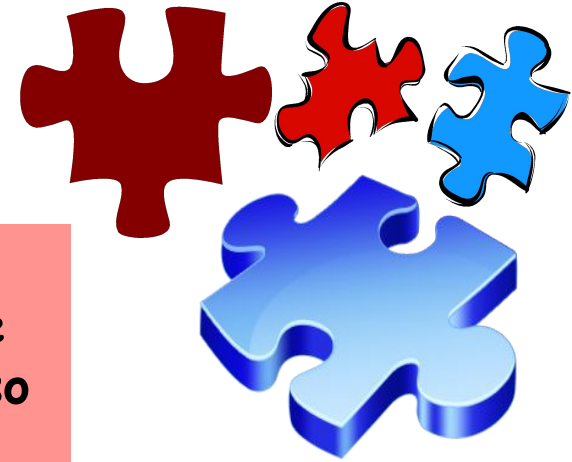
Code for printing
characters read in
array in reverse

Putting it Together

Overall design

```
int main() {  
    char s[100];  
    /* read_into_array */  
    /* print_reverse */  
    return 0;  
}
```

The code fragments we have written so far.



read_into_array code.

```
int count = 0;  
int ch;  
ch = getchar();  
while ( ch != EOF && count < 100) {  
    s[count] = ch;  
    count = count + 1;  
    ch = getchar();  
}
```

print_reverse code

```
int i;  
i = count-1;  
while (i >= 0) {  
    putchar(s[i]);  
    i=i-1;  
}
```

```
#include <stdio.h>
```

```
int main() {
```

```
    char s[100];
```

```
    int count = 0;
```

```
    int ch;
```

```
    int i;
```

```
    /* the array of 100 char */
```

```
    /* counts number of input chars read */
```

```
    /* current character read */
```

```
    /* index for printing array backwards */
```

```
    ch = getchar();
```

```
    while ( ch != EOF && count < 100) {
```

```
        s[count] = ch;
```

```
        count = count + 1;
```

```
        ch = getchar();
```

```
    }
```

```
    /*read_into_array */
```

```
    i = count-1;
```

```
    while (i >=0) {
```

```
        putchar(s[i]);
```

```
        i=i-1;
```

```
    }
```

```
    /*print_in_reverse */
```

```
    return 0;
```

```
}
```



```
#include <stdio.h>
```

```
int main() {
```

```
    char s[100];
```

```
    int count = 0;
```

```
    int ch;
```

```
    int i;
```

```
    /*read_into_array */
```

```
    while ( (ch=getchar()) != EOF &&  
            count < 100 )
```

```
    {    s[count] = ch;  
        count = count + 1;  
    }
```

```
    i = count-1;
```

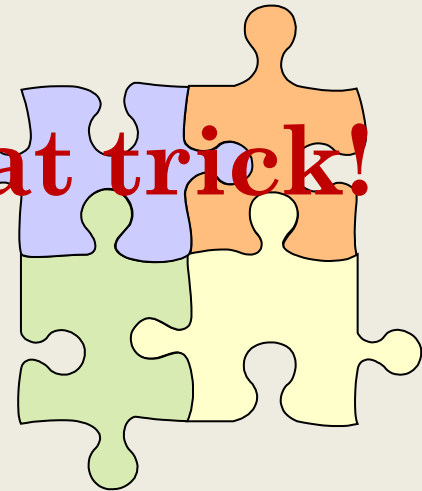
```
    while (i >=0) {  
        putchar(s[i]);  
        i=i-1;  
    }
```

```
    /*print_in_reverse */
```

```
    return 0;
```

```
}
```

Neat trick!



Practice Problem

Write a program to read in an array of 5 integers.
Compute and print the running total of the integers.

Input: 3 1 5 2 9

Output: 3 4 9 11 20

Solution for Practice Problem

```
#include <stdio.h>
int main()
{
    int arr[5];
    //read input
    for(int i=0; i<5; i++)
        -----;

    //compute running total
    for(int i=1; i<5; i++)
        -----;

    //obtain output
    for(int i=0; i<5; i++)
        printf("%3d",arr[i]);

    printf("\n");
    return 0;
}
```

Solution for Practice Problem

```
#include <stdio.h>
int main()
{
    int arr[5];
    //read input
    for(int i=0; i<5; i++)
        scanf("%d",&arr[i]);

    //compute running total
    for(int i=1; i<5; i++)
        -----;

    //obtain output
    for(int i=0; i<5; i++)
        printf("%3d",arr[i]);

    printf("\n");
    return 0;
}
```

Solution for Practice Problem

```
#include <stdio.h>
int main()
{
    int arr[5];
    //read input
    for(int i=0; i<5; i++)
        scanf("%d",&arr[i]);

    //compute running total
    for(int i=1; i<5; i++)
        arr[i] = arr[i-1]+arr[i];

    //obtain output
    for(int i=0; i<5; i++)
        printf("%3d",arr[i]);

    printf("\n");
    return 0;
}
```

Next Class

- Parameter passing using arrays