



# Arrays



[]

# What are arrays?

Arrays are a LIST of variables!

```
int number[] = {1, 2, 3, 4, 5, 6};
```



POINTER



OFFSET

# Why use them?

MEMORY MANAGEMENT!

EASE OF USE!

BECAUSE I SAID SO!

```
int number[] = {1, 2, 3, 4, 5, 6};
```



POINTER



OFFSET

Arrays are extremely useful for memory management within your programs. Arrays use **adjacent** memory storage, which makes accessing variables quite cost efficient. This is referred to as a **pointer/offset** structure.

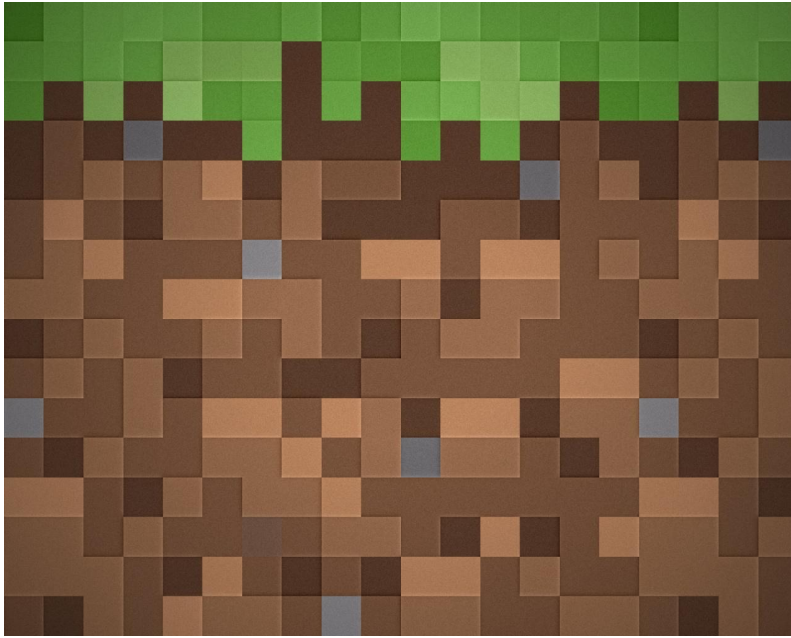
# What do they look like?

`int[] numbers = { 90, 150, 30 };` - Processing

`var shoppingList: [String] = ["Eggs", "Milk"]` - Swift

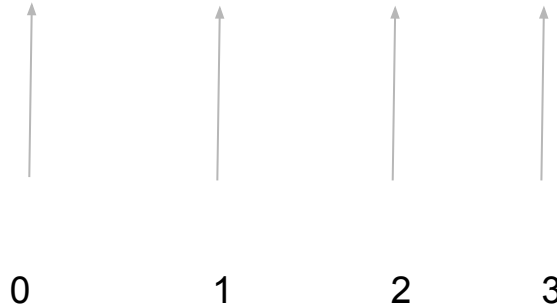
`var cars = ["Saab", "Volvo", "BMW"];` - JS

# Images are arrays of colors!



# Indexes

```
Int[] num = {1, 2, 3, 4}
```



# Pointer/Offset

```
int num[] = {1,2,3,4,5,6}
```



pointer



offset

# Accessing array data individually

```
Int[] num = {1, 2, 3, 4}
```

```
num[0] = 1
```

```
num[1] = 2
```

```
num[2] = 3
```

```
num[3] = 4
```



There's a better way!

**FOR LOOPS!**

# For Loop

Loops execute a particular line or lines of code a set amount of times.

This is super helpful because it means you don't have to type the same line of code over and over again.

Which is helpful so you don't have to type the same line of code over and over again.

Which is good because it means you don't have to type the same line of code over and over again.

# Structure of a for loop

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

```
    //code block to be executed
```

```
    print(i)
```

```
}
```

**Statement 1** is executed before the loop (the code block) starts.

**Statement 2** defines the condition for running the loop (the code block).

**Statement 3** is executed each time after the loop (the code block) has been executed.

# EXAMPLE!!!!

```
void setup(){  
  for (int i = 0; i < 5; i++){  
    println(i + " is the current value");  
  }  
}
```

See how easy that was. Now you never have to type out 0-4 ever again!

# Iterating through array data with a for loop!

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

```
for (int i = 0; i < num.length; i++){
```

```
//do something
```

```
}
```

For as long as the value of i (currently 0) is LESS than the length of the array (4, because we have 4 pieces of data in it), i will increment and perform the code in the {} each time.

# Do something!

```
int num[] = {1, 2, 3, 4};  
  
void setup() {  
  
    for (int i = 0; i < num.length; i++) {  
  
        println(num[i] + " is the current value");  
  
    }  
  
}
```

This prints out each number in the array to the console, fun!

# Appending Arrays!

How do you add to an existing array programmatically?

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

```
int num2[] = append(num, 5);
```

```
void setup() {
```

```
    for (int i = 0; i < num2.length; i++) {
```

```
        println(num2[i] + " is the current value");
```

```
    }
```

```
}
```

# Cool things

<https://gist.github.com/whoisbma/8fd99f3679d8246e74a22b20bfa606ee> -  
Raycasting in p5JS using 2D Arrays

<https://gist.github.com/whoisbma/fa995387326813931eab> - Processing  
Pac-Man!



# HOMEWORK

TWO THINGS!

Use FOR LOOPS and ARRAYS to create some crazy visual patterns and displays.

Bonus points: Incorporate a 2D array into your homework.

# Preparation for tomorrow

<http://natureofcode.com/book/chapter-1-vectors/>

Math help:

<https://www.khanacademy.org/science/physics/one-dimensional-motion/displacement-velocity-time/v/introduction-to-vectors-and-scalars>

<https://www.khanacademy.org/science/physics/two-dimensional-motion/two-dimensional-projectile-motion/a/what-are-velocity-components>

<https://www.khanacademy.org/math/geometry/right-triangles-topic/intro-to-the-trig-ratios-geo/v/basic-trigonometry>