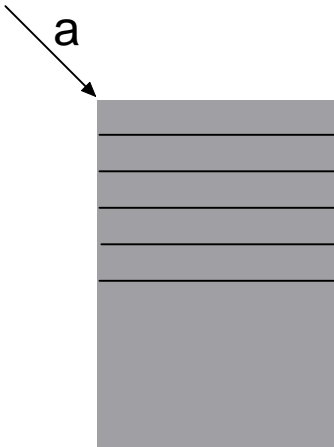


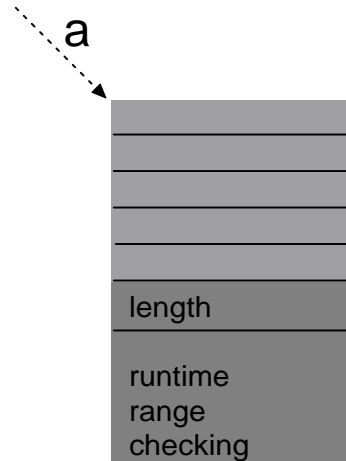
C

```
int a[5] = {0, 1, 2, 3, 4};
```



JAVA

```
int a[5] = {0, 1, 2, 3, 4};
```



initialization:

array of primitive type:

0 - numeric types
(char)**0** - characters
false - boolean

array of objects:

null

A Java array is guaranteed to be initialized and cannot be accessed outside of its range. The range checking comes at the price of having a small amount of memory overhead on each array as well as verifying the index at run time, but the assumption is that the safety and increased productivity is worth the expense.