Chapter 6 Video # 1 Functions and Arguments

This video is interesting and basic. The speaker explains the use of unidimensional arrays in a very simple way. First assigning values to the elements one by one manually, and then a loop. Later in the program it uses a loop to display its values. C++ starts arrays with index 0. I have worked with programming languages like Turbo Basic in which you have the option to start your array index in 1 by using the reserved word “option base”. There are other programming languages like Visual Basic .Net and Clipper that allow you to do the same. Also, Visual Basic .Net lets you enlarge or reduce the amount of elements in an array. I am not referring to array lists, but to arrays. Here is an example a Visual Basic.Net console application of this dynamic dimensioning arrays:

Module Module1

Sub Main()

Dim intElements As Integer = 3

Dim Vector(3) As Integer

Vector(0) = 18

Vector(1) = 20

Vector(2) = 8

System.Console.Write("Enter number of elements greater than 3 for the array: ")

intElements = System.Console.ReadLine()

ReDim Preserve Vector(intElements)

For intIndex As Integer = 3 To intElements - 1

Vector(intIndex) = CInt(Int((99 \* Rnd()) + 1))

Next

For intIndex As Integer = 0 To intElements - 1

System.Console.WriteLine("Element value : " & Vector(intIndex))

Next

System.Console.ReadKey()

System.Console.Write("Now Enter new number of elements > 0 and < actual number of elements for the array: ")

Dim intFewerElements As Integer

intFewerElements = System.Console.ReadLine()

ReDim Preserve Vector(intFewerElements)

For intIndex As Integer = 0 To intFewerElements - 1

System.Console.WriteLine("Element value : " & Vector(intIndex))

Next

System.Console.ReadKey()

End Sub

End Module