

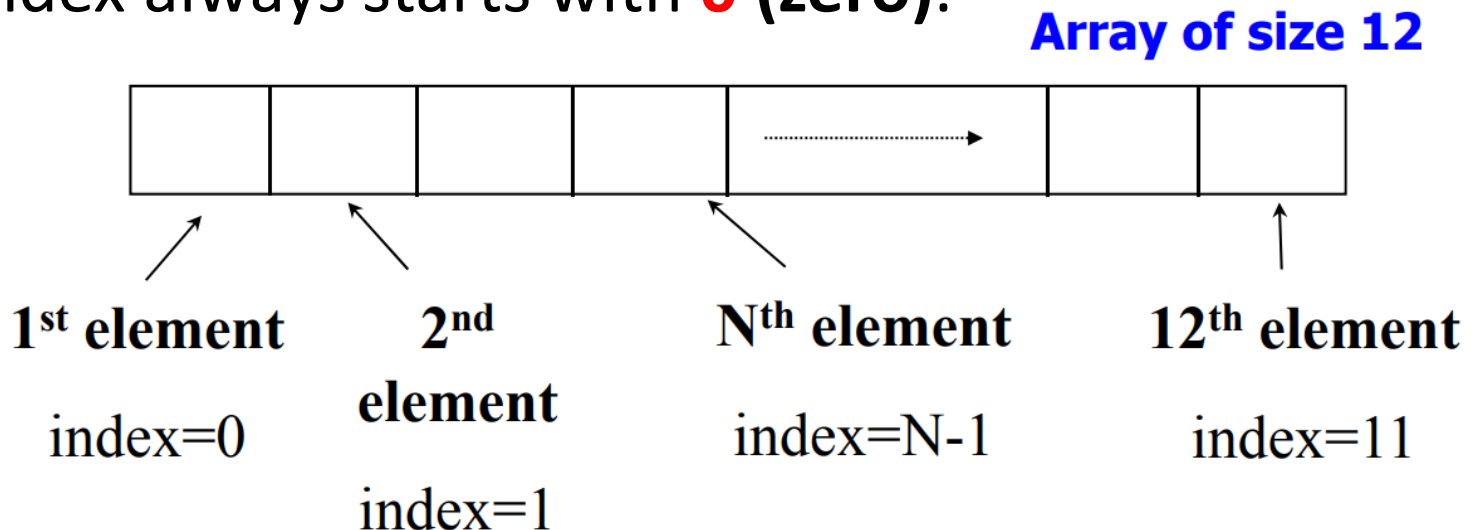
CS100

Introduction to Programming

Lecture 7. Arrays

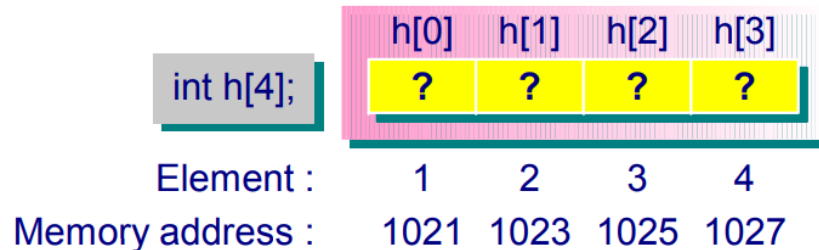
What Is an Array

- An **array** is a list of values with the same data type. Each value is stored at a specific, numbered position in the array.
- An array uses an **integer** called **index** to reference an element in the array.
- The size of an array is fixed once it is created.
- Index always starts with **0 (zero)**.



Array Declaration

- Declaration of arrays without initialization:
`float sales[365]; // array of 365 floats`
`char name[12]; // array of 12 characters`
`int states[50]; // array of 50 integers`
`int *pointers[5]; // array of 5 pointers to integers`
- When an array is declared, some consecutive memory locations are allocated by the compiler for the whole array (assume 2 bytes for an integer).



- The size of an array must be an integer constant or constant expression:

e.g. `char name[i]; // i is a variable ==> illegal`
`int states[i*6]; // i is a variable ==> illegal`

Initialization of Arrays

- Initialize array variables at declaration:

```
#define MTHS 12          /* define a constant */  
int days[MTHS]={31,28,31,30,31,30,31,31,30,31,30,31};
```

	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[10]	[11]
days	31	28	31	30	31	30	31	31	30	31	30	31

- Partial array initialization, e.g. to initialize the first 7 elements:

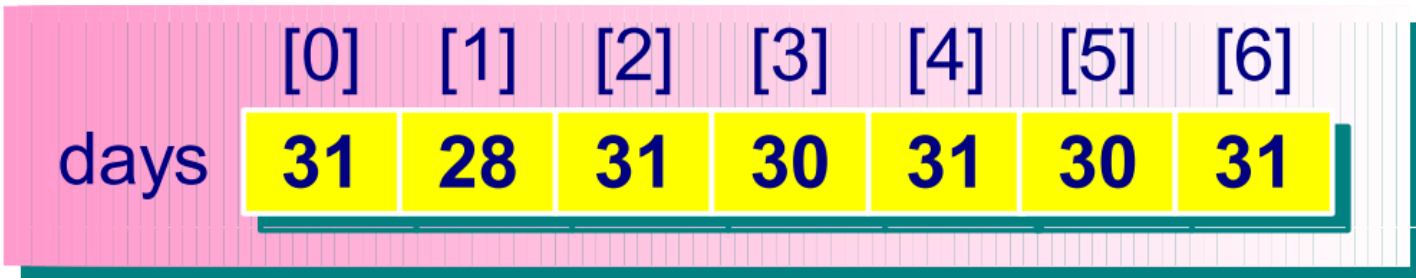
```
#define MTHS 12  
int days[MTHS] = {31, 28, 31, 30, 31, 30, 31};  
/* remaining elements are initialized to 0 */
```

	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[10]	[11]
days	31	28	31	30	31	30	31	0	0	0	0	0

Initialization of Arrays

- Omitting the size in array initialization:

```
int days[] = {31, 28, 31, 30, 31, 30, 31};  
/* an array of 7 elements */
```



Operations on Arrays

- Accessing array elements:

```
sales[0] = 143.50;  
if (sales[23] == 50.0) ...
```

- Subscripting**: The element indices range from **0** to **n – 1** where **n** is the declared size of the array:

```
char name[12];  
name[12] = 'c';    // error: index out of range
```


- Working on array values:

```
days[1] = 20;           // valid  
days[2] = days[2] + 4;  // valid  
days[3] = days[2] + days[3]; // valid  
days[MTHS] = {2, 3, 4, 5, 6}; // invalid
```

Traversing an Array

- One of the most common actions in dealing with arrays is to examine every array element in order to perform an operation.
- This action is also known as traversing an array.
- Example:
 - Traverse the days[] array to display every element's content:

days array	31	28	31	30	31	30	31	31	30	31	30	31
index	0	1	2	3	4	5	6	7	8	9	10	11

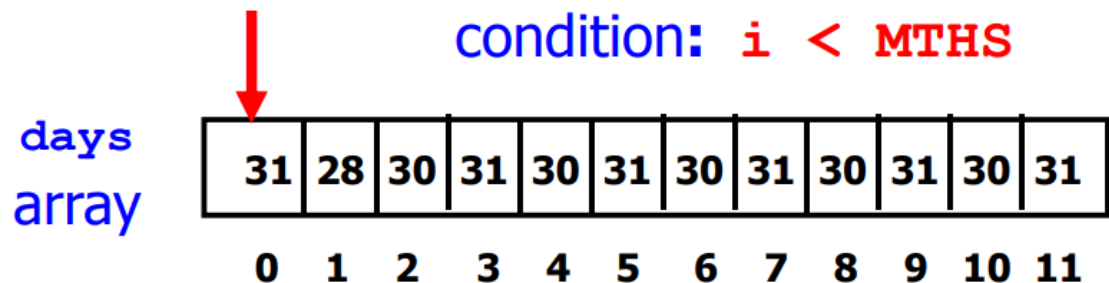


Traversing an Array – print values

```
#include <stdio.h>
#define MTHS 12    // define a constant
int main(void)
{
    int i;
    int days[MTHS] = {31,28,31,30,31,30,31,31,30,31,30,31};
    // print the number of days in each month
    for (i = 0; i < MTHS; i++)
        printf("Month %d has %d days.\n", i+1, days[i]);
    return 0;
}
```

Output:

Month 1 has 31 days.
Month 2 has 28 days.
...
Month 12 has 31 days.



Traversing an Array – search for a value

```
#include <stdio.h>
#define SIZE 5    // define a constant
int main(void)
{
    char myChar[SIZE] = {'b', 'a', 'c', 'k', 's'};
    // Reading in user's input to search
    printf("Enter a char to search: ");
    char searchChar;
    scanf("%c", &searchChar);
    /* Traverse myChar array and output the index of
       searchChar if found */
    int i;
    for (i = 0; i < SIZE; i++) {
        if (myChar[i] == searchChar) {
            printf("Found %c at index %d", myChar[i], i);
            break;    // break out of the loop
        }
    }
    return 0;
}
```

Output:

Enter a char to search: a
Found a at index 1

Traversing an Array – find maximum value

```
/* This example shows how to find the largest value in  
an array of numbers. */
```

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

```
int main(void)
```

```
{
```

```
    int i, max, numArray[10];
```

```
    max = -1;
```

```
    printf("Enter 10 numbers: \n");
```

```
    for (i = 0; i < 10; i++)
```

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

```
    for (i = 0; i < 10; i++) {
```

```
        if (numArray[i] > max)
```

```
            max = numArray[i];
```

```
    }
```

```
    printf("The max value is %d.\n", max);
```

```
    return 0;
```

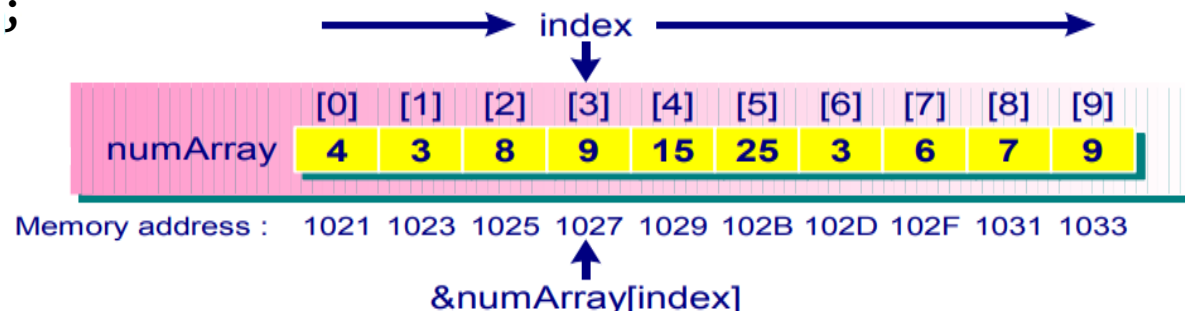
```
}
```

Output:

Enter 10 numbers:

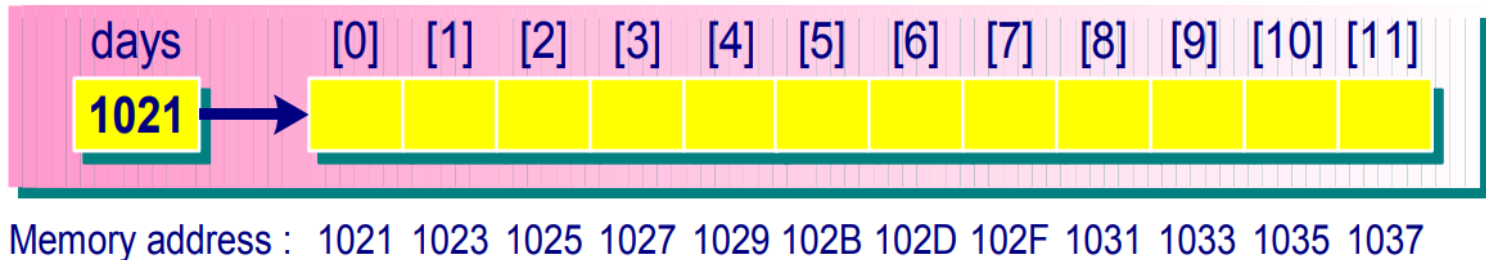
4 3 8 9 15 25 3 6 7 9

The max value is 25.



Pointers and Arrays

- The array name is really a **pointer constant**:
e.g. `int days[12];`



- If an integer is represented by 2 bytes and the array **days** begins at memory location **1021**, the above figure shows the layout of the array.
- Address of an array element: e.g. `int h[5];`
`&h[0]` is the address of the **1st** element
`&h[i]` is the address of the **(i+1)-th** element

Pointers and Arrays

- Thus, **days**, the **array name by itself**, is really the **address (or pointer)** of the **1st element of the array**, e.g. when using the array of **int days[12]**, the following expressions are all true:

```
days == &days[0]
*days == days[0]
days + 1 == &days[1]
*(days + 1) == days[1]
```

- You cannot change the value of the array name, because it is a **pointer constant**, **not a pointer variable**:

```
days += 5;    // invalid
days++;       // invalid
```

Pointers and Arrays

A *pointer variable* can take on different addresses, but an array cannot:

```
/* pointer arithmetic */
#define MTHS 12
int main(void)
{
    int days[MTHS] = {31,28,31,30,31,30,31,31,30,31,30,31};
    int *day_ptr;
    day_ptr = days;          /* points to the first element */
    day_ptr = &days[3];     /* points to the fourth element */
    day_ptr += 3;            /* points to the seventh element */
    day_ptr--;               /* points to the sixth element */
    return 0;
}
```

Pointers and Arrays

Statement	day_ptr	days	[0] 1021	[1] 1023	[2] 1025	[3] 1027	[4] 1029	[5] 102B	[6] 102D	[7] 102F	[11] 1037
int days[MTH] = {.....};	?	1021 →	31	28	31	30	31	30	31	31	31
day_ptr = days;	1021	1021 →	31	28	31	30	31	30	31	31	31
day_ptr = &days[3];	1027	1021 →	31	28	31	30	31	30	31	31	31
day_ptr += 3;	102D	1021 →	31	28	31	30	31	30	31	31	31
day_ptr--;	102B	1021 →	31	28	31	30	31	30	31	31	31

Pointer – Finding Maximum Number

```
#include <stdio.h>
int main(void)
{
    int i, max, numArray[10];
    printf("Enter 10 numbers: \n");
    for (i = 0; i < 10; i++)
        scanf("%d", numArray + i);

    max = *numArray;
    for (i = 1; i < 10; i++) {
        if (*(numArray + i) > max)
            max = *(numArray + i);
    }
    printf("The max value is %d.\n", max);
    return 0;
}
```

Output:

Enter 10 numbers:

4 3 8 9 15 25 3 6 7 9

The max value is 25.

Pointer – Finding Maximum Number

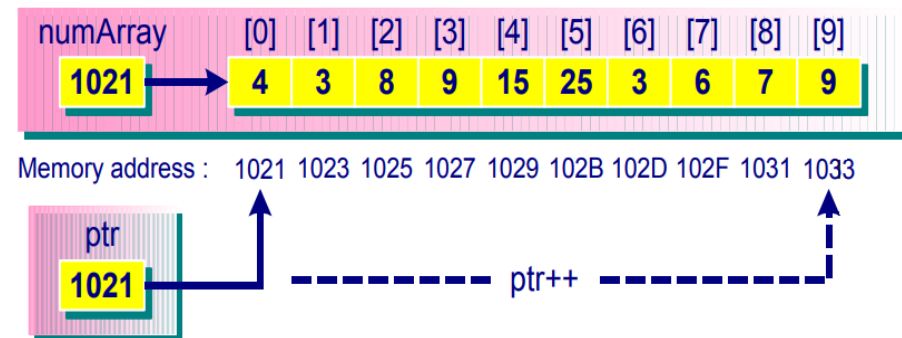
```
#include <stdio.h>
int main(void) {
    int i, max, numArray[10];
    int *ptr;
    ptr = numArray;
    printf("Enter 10 numbers: \n");
    for (i = 0; i < 10; i++)
        scanf("%d", ptr++);
    ptr = numArray;
    max = *ptr;
    for (i = 1; i < 10; i++) { // find the max
        if (*ptr > max)
            max = *ptr;
        ptr++;
    }
    printf("max is %d.\n", max);
    return 0;
}
```

Output:

Enter 10 numbers:

4 3 8 9 15 25 3 6 7 9

max is 25.



Arrays as Function Arguments

- Any dimensional array can be passed as a function argument, e.g.

```
fn(table);    /* call a function */
```

where **fn()** is a function and **table** is a 1-D array.

- An array is passed by reference to a function. This means that the **address** of the first element of the array is passed to the function.

Arrays as Function Arguments

```
void fn(int table[], int n)
{
    .....
}
```

```
void fn(int table[TABLESIZE])
{
    .....
}
```

```
void fn(int *table, int n)
{
    .....
}
```

- The prototype of the function becomes
void fn(int table[], int n); **or**
void fn(int table[TABLESIZE]); **or**
void fn(int *table, int n);

Passing an Array as a Function Argument

```
#include <stdio.h>

int maximum(int table[], int n);

int main(void)
{
    int max, i, n;
    int numArray[10];
    printf("Enter the number of values:");
    scanf("%d", &n);
    printf("Enter %d values: ", n);
    for (i = 0; i < n; i++)
        scanf("%d", &numArray[i]);
    max = maximum(numArray, n);
    printf("The max value is %d.\n", max);
    return 0;
}
```

Output:

Enter the number of values: 5

Enter 5 values: 1 2 3 4 5

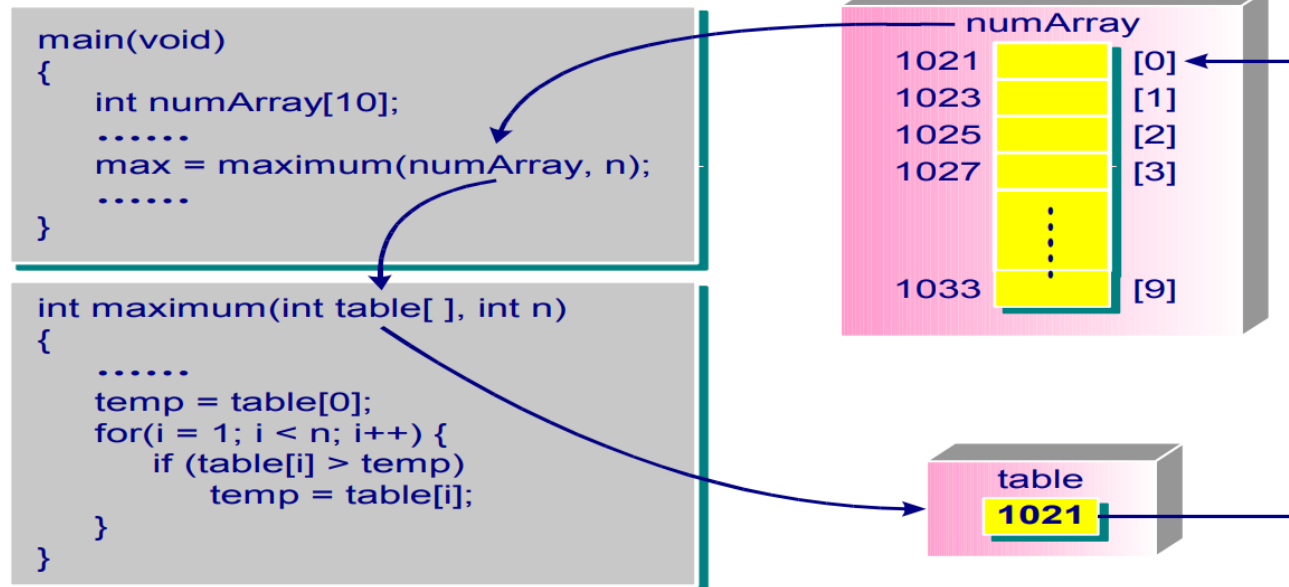
The max value is 5.

```

int maximum(int table[], int n)
{
    int i, temp;
    temp = table[0];
    for (i = 1; i < n; i++)
        if (table[i] > temp)
            temp = table[i];
    return temp;
}

```

Passing an Array as a Function Argument



Multidimensional Arrays

- Declared as consecutive pairs of brackets.
- E.g. A 2-dimensional array, or a 3-element array of 5-element arrays:

```
int x[3][5];
```

- E.g. A 3-dimensional array, or a 3-element array of 4-element arrays of 5-element arrays:

```
char x[3][4][5];
```

- ANSI standard requires a minimum of 6 dimensions to be supported.

Multidimensional Arrays

	Column 0	Column 1	Column 2	Column 3	Column 4
Row 0	x[0][0]	x[0][1]	x[0][2]	x[0][3]	x[0][4]
Row 1	x[1][0]	x[1][1]	x[1][2]	x[1][3]	x[1][4]
Row 2	x[2][0]	x[2][1]	x[2][2]	x[2][3]	x[2][4]

Conceptual View : x[3][5]

		Column				
		1	2	3	4	5
Row →	1	1	2	3	4	5
	2	6	7	8	9	10
	3	11	12	13	14	15

Memory Layout :

x[0][0]	x[0][1]	x[0][2]	x[0][3]	x[0][4]	x[1][0]	x[1][4]	x[2][0]	x[2][4]
1	2	3	4	5	6	10	11	15
Row 0					Row 1			Row 2		

Initializing Multidimensional Arrays

- Initializing multidimensional arrays: enclose each row in curly braces.

```
int x[2][2] = {{1, 2},          /* 1st row */
               {6, 7}};        /* 2nd row */
```

or

```
int x[2][2] = {1, 2, 6, 7};
```

- Partial initialization (other cells are set to 0):

```
int exam[3][3] = {{1, 2}, {4}, {5, 7}};
```

```
int exam[3][3] = { 1, 2, 4, 5, 7 };
```

or

```
int exam[3][3] = { {1, 2, 4}, {5, 7} };
```

Initializing Multi-dimensional Arrays

- You can omit the outermost dimension because compiler can figure that out, e.g.

```
int arr[][3][2] = {  
    { {1, 1}, {0, 0}, {1, 1} },  
    { {0, 0}, {1, 2}, {0, 1} }  
};
```

gives a [2][3][2] dimensioned array.

- The following is not correct. Why?

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


Operations on Multidimensional Arrays

```
#include <stdio.h>
int main(void)
{
    int array[3][3] = {
        {5, 10, 15},
        {10, 20, 30},
        {20, 40, 60}
    };
    int row, column, sum;
    /* sum of rows */
    for (row = 0; row < 3; row++) {
        sum = 0;
        for (column = 0; column < 3; column++)
            sum += array[row][column];
        printf("The sum of elements in row %d is %d\n",
            row + 1, sum);
    }
}
```

Code continues in next slide ...

Operations on Multidimensional Arrays

```
/* sum of columns */
for (column = 0; column < 3; column++) {
    sum = 0;
    for (row = 0; row < 3; row++)
        sum += array[row][column];
    printf("The sum of elements in column %d is %d\n",
           column + 1, sum);
}
return 0;
}
```

Output:

The sum of elements in row 1 is 30
The sum of elements in row 2 is 60
The sum of elements in row 3 is 120
The sum of elements in column 1 is 35
The sum of elements in column 2 is 70
The sum of elements in column 3 is 105

Multidimensional Arrays and Pointers

- Multidimensional arrays are also stored sequentially in memory, e.g.

```
int ar[4][2]; /* ar is an array of 4 elements;  
              each element is an array of 2 ints */
```

- **ar** is the address of the 1st element of the array. In this case, the 1st element is an array of 2 integers. Thus, ar is the address of a two-int-sized object.

<code>ar == &ar[0]</code>	<code>*ar == ar[0]</code>
<code>ar + 1 == &ar[1]</code>	<code>*(ar + 1) == ar[1]</code>
<code>ar + 2 == &ar[2]</code>	<code>*(ar + 2) == ar[2]</code>
<code>ar + 3 == &ar[3]</code>	<code>*(ar + 3) == ar[3]</code>

Multidimensional Arrays and Pointers

- ar[0]** is an array of 2 integers, so ar[0] is the address of an int-sized object.

ar[0] == &ar[0][0]

*ar[0] == ar[0][0]

ar[1] == &ar[1][0]

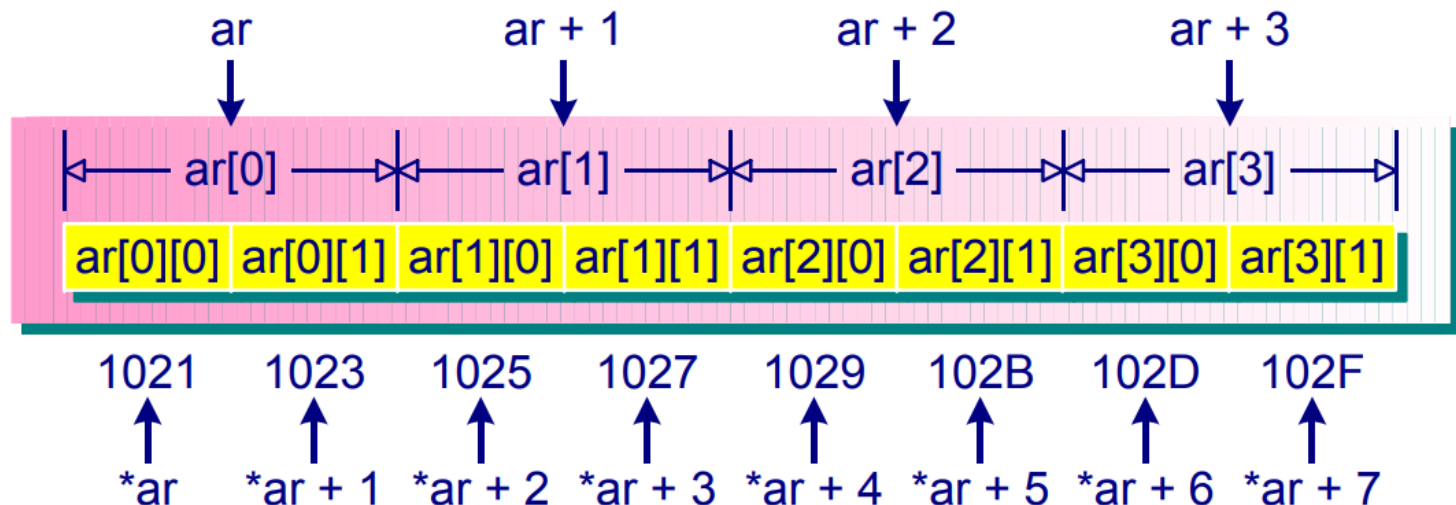
*ar[1] == ar[1][0]

ar[2] == &ar[2][0]

*ar[2] == ar[2][0]

ar[3] == &ar[3][0]

*ar[3] == ar[3][0]



Multidimensional Arrays and Pointers

- Adding 1 to a pointer or address yields a value larger **by the size of the referred-to object**.

E.g. **ar** has the same address value as **ar[0]**, but

ar+1 (1025) is different from **ar[0]+1** (1023)

- Dereferencing a pointer or an address (apply *** operator**) yields the value represented by the referred-to object.

For example:

$*(ar[0]) ==$ the value stored in $ar[0][0]$.

$*ar ==$ the value of its first element, $ar[0]$.

$**ar ==$ the value of $ar[0][0]$ (*double indirection*)

- In general,

$a[m][n] == *(*(a + m) + n)$

Multidimensional Arrays as Function Arguments

- The definition of a function with a 2-D array as the argument is:

```
void fn(int ar2[2][4])    or    void fn(int ar2[][4])  
{  
    ...  
}
```

/* the first dimension can be excluded */

- In the above definition, the **first dimension can be excluded** because the C compiler needs the information of all but the first dimension.

Multidimensional Arrays as Function Arguments

- For example, the assignment operation

ar2[1][3] = 100;

requests the compiler to compute the address of **ar2[1][3]** and then place 100 to that address. In order to compute the address, the dimension information must be given to the compiler.

- Let us redefine **ar2** as

int **ar2[D1][D2];**

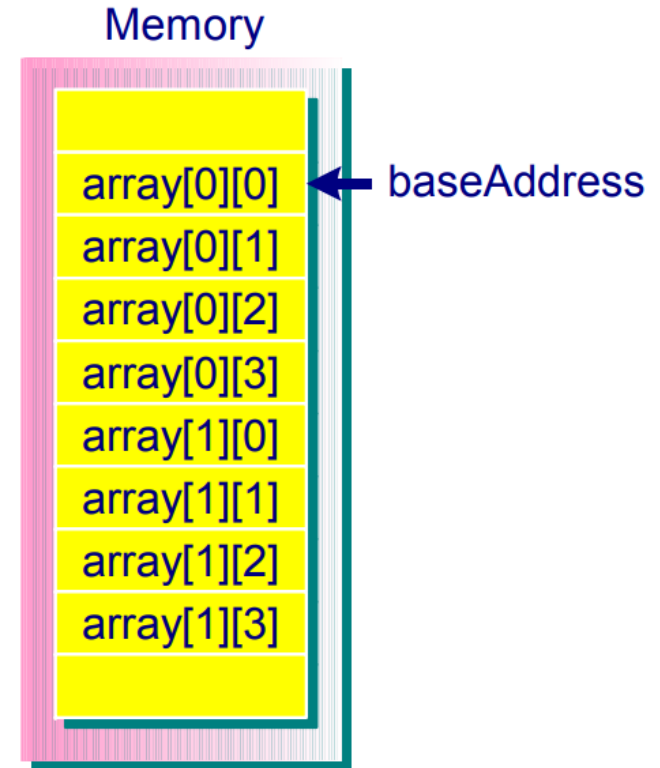
The address of **ar2[1][3]** is computed as

baseAddress + row * D2 + column
==> baseAddress + 1 * 4 + 3
==> baseAddress + 7

Multidimensional Arrays as Function Arguments

- The **baseAddress** is the address pointing to the beginning of **ar2**. Because **D1** is not needed in computing the address, one can omit the first dimension value in defining a function which takes arrays as its formal arguments.
- The prototype of the function becomes

```
void fn(int ar2[2][4]); or  
void fn(int ar2[][4]);
```



Passing 2-D Array as Function Arguments

```
#include <stdio.h>
int sum_rows(int ar[][3]);
int sum_columns(int ar[][3]);
int main(void)
{
    int array[3][3] = {
        {5, 10, 15},
        {10, 20, 30},
        {20, 40, 60}
    };
    int total_row, total_column;
    total_row = sum_rows(array);
    total_column = sum_columns(array);
    printf("The sum of all elements in rows is %d\n",
        total_row);
    printf("The sum of all elements in columns is %d\n",
        total_column);
    return 0;
}
```

Output:

The sum of all elements in rows is 210

The sum of all elements in columns is 210

Passing 2-D Array as Function Arguments

```
int sum_rows(int ar[][3]) {  
    int row, column;  
    int sum = 0;  
    for (row = 0; row < 3; row++) {  
        for (column = 0; column < 3; column++)  
            sum += ar[row][column];  
    }  
    return sum;  
}
```

```
int sum_columns(int ar[][3]) {  
    int row, column;  
    int sum = 0;  
    for (column = 0; column < 3; column++) {  
        for (row = 0; row < 3; row++)  
            sum += ar[row][column];  
    }  
    return sum;  
}
```

Processing 2-D Arrays as 1-D Arrays

```
#include <stdio.h>
void display1(int *ptr, int size);
void display2(int ar[], int size);
void display3(int ar[][4], int size);
```

```
int main(void)
{
    int array[2][4] = {0,1,2,3,4,5,6,7};
    int i;

    for (i = 0; i < 2; i++) {
        display1(array[i], 4);
        display2(array[i], 4);
    }
    display3(array, 2);
    display1(array, 8);
    display2(array, 8);
    return 0;
}
```

Output:

Display1 result: 0 1 2 3

Display2 result: 0 5 10 15

Display1 result: 4 5 6 7

Display2 result: 20 25 30 35

Display3 result: 0 10 20 30 40 50 60 70

Display1 result: 0 1 2 3 4 5 6 7

Display2 result: 0 5 10 15 20 25 30 35

```

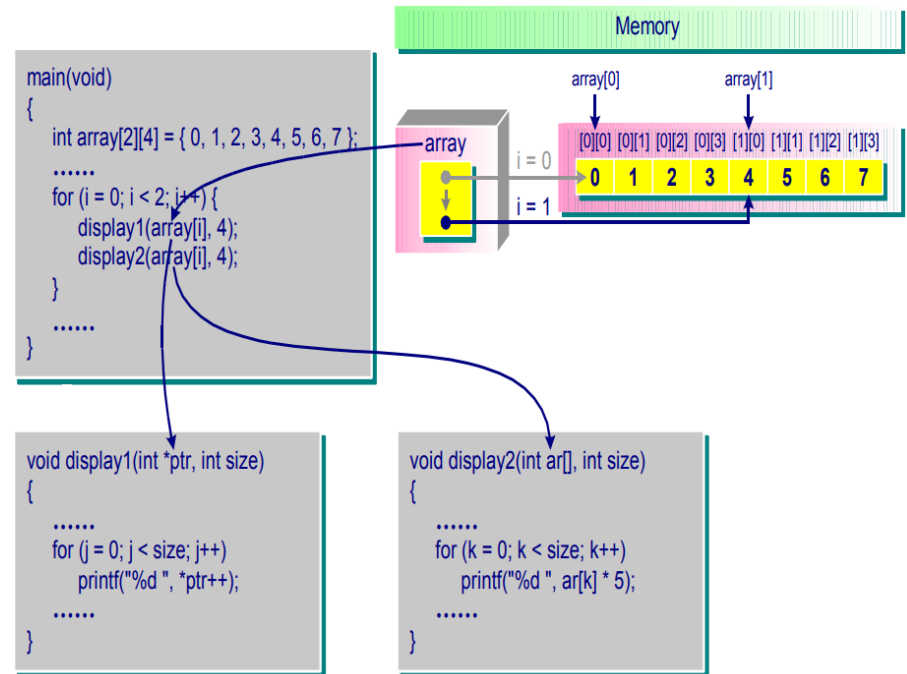
void display1(int *ptr, int size)
{
    int j;
    printf("Display1 result: ");
    for (j=0; j < size; j++)
        printf("%d ", *ptr++);
    putchar('\n');
}

void display2(int ar[], int size)
{
    int k;
    printf("Display2 result: ");
    for (k=0; k < size; k++)
        printf("%d ", ar[k]*5);
    putchar('\n');
}

void display3(int ar[][4], int size)
{
    int i,j;
    printf("Display3 result: ");
    for (i=0; i < size; j++)
        for (j=0; j < 4; j++)
            printf("%d ", ar[i][j]*10);
    putchar('\n');
}

```

Processing 2-D Arrays as 1-D Arrays



Passing Array as Pointer Argument

- Passing 1D array as pointer

```
void display(int *ptr, int size)
{
    int i;
    printf("Display result: ");
    for (i=0; i < size; i++)
        printf("%d ", *ptr++);
    //printf("%d ", ptr[i]);
    putchar('\n');
}
```

```
#include <stdio.h>
void display(int *ptr, int size);

int main(void)
{
    int array[8] = {0,1,2,3,4,5,6,7};

    display(array, 8);
    //display(&array[0], 8);
    return 0;
}
```

Passing Array as Pointer Argument

- Passing 2D static array as pointer

```
void display(int *ptr,
             int size1, int size2)
{
    int i, j;
    printf("Display result: ");
    for (i=0; i < size1; i++)
        for (j=0; j < size2; j++)
            printf("%d ", ptr[size2*i+j]);
    putchar('\n');
}
```

```
void display(int **ptr,
             int size1, int size2)
{
    int i, j;
    printf("Display result: ");
    for (i=0; i < size1; i++)
        for (j=0; j < size2; j++)
            printf("%d ", *((int *)ptr+size2*i+j));
    putchar('\n');
}
```

```
#include <stdio.h>
void display(int *ptr, int size1, int size2);
void display(int **ptr, int size1, int size2);

int main(void)
{
    int array[2][4] = {{0,1,2,3},{4,5,6,7}};
    display((int *)array, 2, 4);
    // display((int **)array, 2, 4);
    return 0;
}
```

The sizeof Operator and Array

```
#include <stdio.h>

int main(void)
{
    int ar2[2][4];
    printf("Array size is %d",
        sizeof(ar2) / sizeof(ar2[0][0]));
    return 0;
}
```

Output:

Array size is 8

The sizeof Operator and Array

- sizeof(operand) is an operator which gives the size (how many bytes) of its operand. Its syntax is
sizeof (**operand**) or
sizeof operand
- The **operand** can be:
int, float,, complexDataTypeName,
variableName, arrayName

```
#include <stdio.h>
#define SIZE 5
int item[SIZE] = {1, 2, 3, 4, 5};
void main(void)
{
    total = sum(item, SIZE);
    printf("Size of item = %d\n", sizeof(item));
}
```


The sizeof Operator and Array

```
int sum(int a[], int n)
{
    int i;
    int s = 0;
    printf("Size of a = %d\n", sizeof(a));
    for (i=0; i < n; i++)
        s += a[i];
    return s;
}
```

Output:

Size of a = 4

Size of item = 20

Applying **sizeof** to an **array name** yields the array size

BUT

Applying **sizeof** to a **pointer variable** yields the size of the pointer

Size of a Pointer

- **What is the size of a pointer?**
 - Always fixed size for pointer of any type
 - OS System dependent
 - Old system: 32bit (4 bytes); can only access 4G memory
 - System nowadays: 64bit (8 bytes); can access very large

```
#include <stdio.h>

void main(void)
{
    float a=10.0; float *p_a=&a;
    int b=5; int *p_b=&b;
    printf("Size of a = %d\n", sizeof(p_a));
    printf("Size of b = %d\n", sizeof(p_b));
}
```

Dynamically Allocated Array

- **Static v.s. dynamic array**

- Whether the size of the array can be dynamically changed during execution

```
float A[10];
```

```
#define SIZE 10  
float A[SIZE]
```

```
const int SIZE=10;  
float A[SIZE];
```

Examples of declaring static array

```
int SIZE=10;  
float A[SIZE];
```



How about the dynamic array size?

Dynamically Allocated 1D Array

- **How to achieve dynamic array?**
 - Using pointers
 - With dynamic memory allocation function

```
int main()
{
    int size=10;
    float *pArray=NULL;
    pArray=(float *)malloc(sizeof(float)*size);
    memset(pArray,0,sizeof(float)*size);
    /*access the array*/
    free(pArray);

    return 0;
}
```

Dynamically Allocated 1D Array

- **Access array elements**
 - The allocated array pointer can be taken as the normal array

```
int main()
{
    ...
    /*access the array*/
    for(int i=0;i<size;i++)
        pArray[i]=float(i);
        /**(pArray+i)=float(i);
    ...

    return 0;
}
```

Dynamically Allocated 2D Array

- Dynamically allocating 2D array
 - Using double pointer indexing

```
int main()
{
    int size1=10, size2=8;
    float **pArray=NULL;
    pArray=(float **)malloc(sizeof(float *)*size1);
    for(int i=0;i<size1;i++)
        pArray[i]=(float *)malloc(sizeof(float)*size2);

    /*access the array*/


    for(int i=0;i<size1;i++)
        free(pArray[i]);
    free(pArray);

    return 0;
}
```

Out-of-Bound Array Access

- **What is out-of-bound array access?**
 - The array index is out of the allowable range
 - The range is specified when array is created

```
int main()
{
    int size=10;
    float *pArray=NULL;
    pArray=(float *)malloc(sizeof(float)*size);

    /*access the array*/
    for(int i=0;i<20;i++)
        pArray[i]=float(i); 

    free(pArray);
    return 0;
}
```

Memory Leak

- **What is the potential problem for dynamic memory allocation?**
 - The memory may not be released (freed)
 - Completely depend on programmer's design
- **Memory leak**
 - Memory which is no longer needed is not released
 - They can exhaust available system memory as an application runs

Memory Leak

- Example

```
int main()
{
    int size=10;
    float *pArray=NULL;
    pArray=(float *)malloc(sizeof(float)*size);

    /*access the array*/
    for(int i=0;i<size;i++)
        pArray[i]=float(i);

    return 0;
}
```

Memory Leak

- Example

```
float* CreateArray(int size)
{
    return (float *)malloc(sizeof(float)*size);
}

int main()
{
    float* pArray=CreateArray(10);

    /*access the array*/
    for(int i=0;i<10;i++)
        pArray[i]=float(i);

    return 0;
}
```

Dangling Pointer

- **Pointers that do not point to a valid object of the appropriate type**
 - Usually a pointer which points to a dynamically allocated array which has been freed

```
float* InitArray(int size)
{
    float* pArray=(float *)
        malloc(sizeof(float)*size);
    for(int i=0;i<size;i++)
        pArray[i]=0

    free(pArray);

    return pArray;
}
```

```
int main()
{
    float* pArray=InitArray(10);

    /*access the array*/
    for(int i=0;i<10;i++)
        pArray[i]=float(i);

    return 0;
}
```