Arrays Pointers and Dynamic Arrays

Learning Objectives

- Static Arrays
 - Introduction to Arrays
 - Arrays in Functions
 - Programming with Arrays
 - Multidimensional Arrays
- Pointers
 - Pointer variables
 - Memory management
- Dynamic Arrays
 - Creating and using
 - Pointer arithmetic

Introduction to Arrays

- Array definition:
 - A collection of data of same type
- First "aggregate" data type
 - Means "grouping"
 - int, float, double, char are simple data types
- Used for lists of like items
 - Test scores, temperatures, names, etc.
 - Avoids declaring multiple simple variables
 - Can manipulate "list" as one entity

Declaring Arrays

- Declare the array → allocates memory int score[5];
 - Declares array of 5 integers named "score"
 - Similar to declaring five variables:int score_0, score_1, score_2, score_3, score_4
- Individual parts called many things:
 - Indexed or subscripted variables
 - "Elements" of the array
 - Value in brackets called index or subscript
 - Numbered from 0 to size 1

Accessing Arrays

- Access using index/subscript
 - cout << score[3];</pre>
- Note two uses of brackets:
 - In declaration, specifies SIZE of array
 - Anywhere else, specifies a subscript
- Size, subscript need not be literal
 - int score[MAX_SCORES];
 - score[n+1] = 99;
 - If n is 2, identical to: score[3]

Array Usage

- Powerful storage mechanism
- Can issue command like:
 - "Do this to ith indexed variable"
 where i is computed by program
 - "Display all elements of array score"
 - "Fill elements of array score from user input"
 - "Find highest value in array score"
 - "Find lowest value in array score"

Array Program Example: **Display 5.1** Program Using an Array (1 of 2)

Display 5.1 Program Using an Array

```
//Reads in five scores and shows how much each
 2 //score differs from the highest score.
 3 #include <iostream>
4 using namespace std;
    int main()
6
        int i, score[5], max;
        cout << "Enter 5 scores:\n";</pre>
9
        cin >> score[0];
10
        max = score[0];
11
        for (i = 1; i < 5; i++)
12
13
            cin >> score[i]:
            if (score[i] > max)
14
15
                max = score[i]:
            //max is the largest of the values score[0],..., score[i].
16
17
```

Array Program Example: **Display 5.1** Program Using an Array (2 of 2)

Enter 5 scores: 5 9 2 10 6 The highest score is 10 The scores and their differences from the highest are: 5 off by 5 9 off by 1 2 off by 8 10 off by 0 6 off by 4

for-loops with Arrays

- Natural counting loop
 - Naturally works well "counting through" elements of an array
- Example:

- Loop control variable (idx) counts from 0-5

Major Array Pitfall

- Array indexes always start with zero!
- Zero is "first" number to computer scientists
- C++ will "let" you go beyond range
 - Unpredictable results
 - Compiler will not detect these errors!
- Up to programmer to "stay in range"

Defined Constant as Array Size

- Always use defined/named constant for array size
- Example: const int NUMBER_OF_STUDENTS = 5; int score[NUMBER_OF_STUDENTS];
- Improves readability
- Improves versatility
- Improves maintainability

Uses of Defined Constant

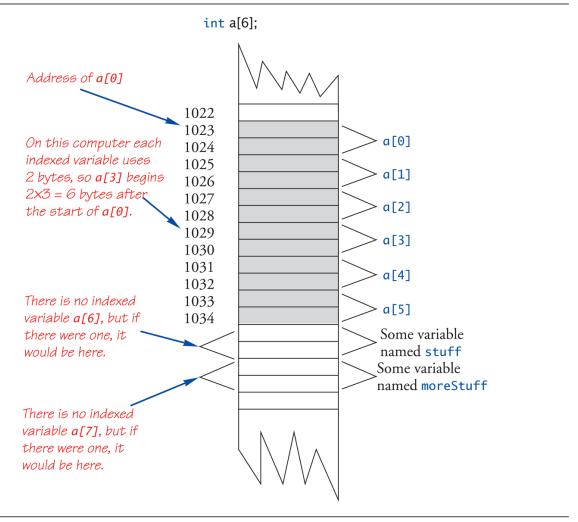
- Use everywhere size of array is needed
 - In for-loop for traversal: for (int idx = 0; idx < NUMBER_OF_STUDENTS; idx++)</p>
 // Manipulate array
 - In calculations involving size: lastIndex = (NUMBER_OF_STUDENTS – 1);
 - When passing array to functions (later)
- If size changes → requires only ONE change in program!

Arrays in Memory

- Recall simple variables:
 - Allocated memory in an "address"
- Array declarations allocate memory for entire array
- Sequentially-allocated
 - Means addresses allocated "back-to-back"
 - Allows indexing calculations
 - Simple "addition" from array beginning (index 0)

An Array in Memory

Display 5.2 An Array in Memory



Initializing Arrays

 As simple variables can be initialized at declaration:

```
int price = 0; // 0 is initial value
```

Arrays can as well:

```
int children[3] = \{2, 12, 1\};
```

– Equivalent to following:

```
int children[3];
children[0] = 2;
children[1] = 12;
children[2] = 1;
```

Auto-Initializing Arrays

- If fewer values than size supplied:
 - Fills from beginning
 - Fills "rest" with zero of array base type
 - $int b[4] = \{5, 12, 11\};$
 - Whats stored in b[3]?
- If array-size is left out
 - Declares array with size required based on number of initialization values
 - Example:

```
int b[] = \{5, 12, 11\};
```

• Allocates array b to size 3

Arrays in Functions

- As arguments to functions
 - Indexed variables
 - An individual "element" of an array can be function parameter
 - Entire arrays
 - All array elements can be passed as "one entity"
- As return value from function
 - Can be done → chapter 10

Indexed Variables as Arguments

- Indexed variable handled same as simple variable of array base type
- Given this function declaration: void myFunction(double par1);
- And these declarations: int i; double n, a[10];
- Can make these function calls: myFunction(i); // i is converted to double myFunction(a[3]); // a[3] is double myFunction(n); // n is double

Entire Arrays as Arguments

- Formal parameter can be entire array
 - Argument then passed in function call is array name
 - Called "array parameter"
- Send size of array as well
 - Typically done as second parameter
 - Simple int type formal parameter

Entire Array as Argument Example: **Display 5.3** Function with an Array Parameter

Display 5.3 Function with an Array Parameter

SAMPLE DIALOGUEFUNCTION DECLARATION

```
void fillUp(int a[], int size);
//Precondition: size is the declared size of the array a.
//The user will type in size integers.
//Postcondition: The array a is filled with size integers
//from the keyboard.
```

SAMPLE DIALOGUEFUNCTION DEFINITION

Entire Array as Argument Example

- Given previous example:
- In some main() function definition, consider this calls:
 - int score[5], numberOfScores = 5; fillup(score, numberOfScores);
 - 1st argument is entire array
 - 2nd argument is integer value
 - Note no brackets in array argument!

Array Parameters

- May seem strange
 - No brackets in array argument
 - Must send size separately
- One nice property:
 - Can use SAME function to fill any size array!
 - Exemplifies "re-use" properties of functions
 - Example: int score[5], time[10]; fillUp(score, 5); fillUp(time, 10);

Functions that Return an Array

- Functions cannot return arrays same way simple types are returned
- Requires use of a "pointer"
- Will be discussed later

Programming with Arrays

- Plenty of uses
 - Partially-filled arrays
 - Must be declared some "max size"
 - Sorting
 - Searching

Multidimensional Arrays

- Arrays with more than one index
 - char page[30][100];
 - Two indexes: An "array of arrays"
 - Visualize as:
 page[0][0], page[0][1], ..., page[0][99]
 page[1][0], page[1][1], ..., page[1][99]
 ...
 page[29][0], page[29][1], ..., page[29][99]
- C++ allows any number of indexes
 - Typically no more than two

Multidimensional Array Parameters

- Similar to one-dimensional array
 - 1st dimension size not given
 - Provided as second parameter
 - 2nd dimension size IS given

Example:

Arrays Example: arrayExample.cpp

```
#include <iostream>
using namespace std;
int main()
                                   declare an integer array containing 4 elements
    int i;
    int age[4];
    age[0]=23;
                                 Note: The number in the square brackets [] is the position
                                 number of a particular array element. The position
    age[1]=34;
                                 numbers begins at 0
    age[2]=65;
    age[3]=74;
    for(i=0; i<4; i++)
           cout <<"Element: "<< i <<" Value of age: "<< age[i] <<"\n";
     return 0;
                                                   Output:
                                                   Element: 0 Value of age: 23
                                                   Element: 1 Value of age: 34
                                                   Element: 2 Value of age: 65
                                                   Element: 3 Value of age: 74
```