

Arrays

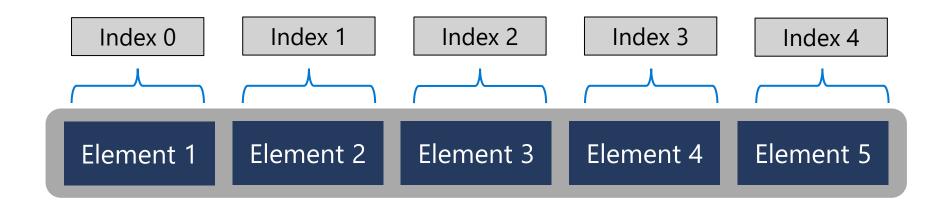
Arrays Overview

Array Overview

A data structure for storing a **collection** of objects, called **elements**

Can contain the same or different type of objects

Array elements are accessed using index positions, which begin at zero



Creating arrays

Output from cmdlets

• \$Array = Get-ChildItem

Comma separated values

• \$Array = 1, 5, 7, 8, "alpha", "beta"

With zero or one elements

- \$Array = @()
- \$Array = @("Element")

```
PS> $Array = 1, 5, 8, "alpha", "beta"
PS> $Array

1
5
8
alpha
beta
```

Accessing Array Elements

\$Array[0] Return element 1 \$Array[3] Return element 4 \$Array[0,3] • Return elements 1 and 4 \$Array[-1] Return the last element • Return the 3rd to last \$Array[-3] element

```
PS > $Array = 1, 5, 8, "alpha", "beta"
PS> $Array[0]
PS> $Array[3]
alpha
PS> $Array[0,3]
alpha
PS> $Array[-1]
beta
PS> $Array[-3]
8
```

Working With Array Elements

An array element's value can be set by using the index number

\$Array[1] = "New value"

Array indexes can be a variable

- \$Array[\$i]
- \$i is a common variable for indexes

Dot notation can still be used when calling specific array elements

- \$Array[\$i].property
- \$Array[1].property

```
PS> $Array = Get-Service
PS> $Array[1].Name
AJRouter
PS > 1 = 1
PS> $Array[$i]
                 DisplayName
Status Name
Stopped AJRouter AllJoyn Router Service
PS> $Array[1].Name = "NotAJRouter"
PS> $Array[1].Name
NotAJRouter
PS> $Array[$i].name
NotAJRouter
```

Demonstration

Creating and Accessing Arrays



Array Members

Be careful when returning array members

The pipeline will pass **one element** at a time to Get-Member

```
PS> $Array = 1, 2, "alpha", "beta"
PS> $Array | Get-Member
TypeName: System.Int32
           MemberType
Name
ToDouble
          Method
TypeName: System.String
                MemberType
Name
                Method
ToLower
```

Using –InputObject will pass the array as a **single object**

```
PS> $Array = 1, 2, "Alpha", "Beta"
PS> Get-Member -InputObject $Array
TypeName: System.Object[]
              MemberType
Name
Contains
              Method
GetType
              Method
              Method
Set
Length
              Property
IsReadOnly
              Property
```

Length and Count

Array types have 2 properties to identify how many elements they contain

- \$Array.Length
- \$Array.Count

.Count exists on all collection types

.Length is a property for other objects

```
PS> $Array = 1, 5, 8, "alpha", "beta"
PS> $Array.Length
5
PS> $Array.Count
```

```
TypeName: System.Object[]
Name MemberType Definition
---- -----------
Length Property int Length {get;}
Count AliasProperty Count = Length
```

Adding Elements to an Array

Elements can be **added** to arrays by using the + operator

- \$Array = \$Array + 10
- \$Array += 10

Arrays have an "Add" method, but it does not add elements to the array

\$Array.Add("Delta")

Arrays are a **fixed length** when created

 Adding a new element creates a new array with the new length

```
PS> $Array = 1, 5, 8, "alpha", "beta"
PS> $Array = $Array + 10
PS> $Array
alpha
beta
10
PS> $Array.Add("Delta")
PS> $Array
alpha
beta
10
```

Sorting an array

Only sorts the **output** of the array

• \$Array | Sort-Object

Sorts the values of the array elements and saves the order to the array

- [array]::sort(\$Array)
- \$Array = \$Array | Sort-Object

```
PS> $Array = 8, 1, "beta", 5, "alpha"
PS> $Array | Sort-Object
1
5
8
alpha
beta
```

```
PS> $Array = 3, 1, 5, 8, 2
PS> [array]::sort($Array)
PS> $Array
1
2
3
5
8
```

Demonstration: Working with Arrays



Operator	Syntax	Description
Range	15	Returns the values using the sequential integers
Format	"{1} {0} {2}" –f \$Array	Inserts objects from an array into a string
Contains	\$Array –Contains "value"	Searches an array for a specific value, returning true or false
In	"value" –in \$Array	Searches for a specific value in an array, returning true or false
Split	"1-2-3-4-5" -split "-"	Turns a string into an array based on a delimiter
Join	\$Array -join ":"	Turns a list of array items into a single string, can use a delimiter

PS>	15	
1		
2		
3		
4		
5		

```
PS> 2..-2
2
1
0
-1
-2
```

```
PS> $Array = 1,2,3,4,5,6
PS> $Array[1..4]
2
3
4
5
```

Operator	Syntax	Description
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```
PS> $Array = "Doe", "John", .35, 1234567.89123
PS> "{1} {0}" -f $Array
John Doe

PS> "{2:p} ; {3:n} ; {3:n0} ; {3:c}" -f $Array
35.00% ; 1,234,567.89 ; 1,234,568 ; $1,234,567.89
```

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```
PS> $Array = 2, 4, 6, 8, 10
PS> $Array -contains 4
True

PS> $Array -contains 3
False
```

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```
PS> $Array = 2, 4, 6, 8, 10
PS> 4 -in $Array
True

PS> 3 -in $Array
False
```

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```
PS> "1-2-3-4-5" -split "-"
1
2
3
4
5
```

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```
PS> $Array = 2, 4, 6, 8, 10
PS> $Array -join ":"
2:4:6:8:10
```

Demonstration: Array Operators



Other Collections

Other Collections Examples

.Net has a lot of other collection types that can hold objects



Improved search times in data

Growing in memory



Some common collection types include

ArrayLists

Hash Tables

Generic Lists

Stacks

Queues

ArrayLists

Size increases dynamically, which is much more efficient than arrays

Not created with PowerShell operators, like @() or +=

- Create with the New-Object cmdlet
- Add elements with the .Add() method

Elements are accessed with index notation, just like arrays

```
PS> $List = New-Object -TypeName System.Collections.ArrayList
PS> $List.Add("Hello") | Out-Null

PS> $List[0]
Hello

PS> $List[0].ToUpper()
HELLO
```

Demonstration: Other Collections



Lab 8: Arrays

45 minutes

