

CPP NOTES – DAY 11

Arrays

Array is a linear data structure where all elements are arranged sequentially. It is a collection of elements of same data type stored at contiguous memory locations.

Types of arrays:

1. Static array - fixed
2. Dynamic array
3. Stretchable array
4. Mutable array – size(declared in other file) known at link time(extern)

Thumb rules of array

1. If want to convert array to pointer notation – [] converted to *(arr can be represented as a pointer)

FYI

- *According to the intel processor and standard ASCII, the allocation of memory start from right to left. And if the variables are declared from top to bottom, the allocation starts from bottom to top.*
- *AMD is opposite of the above method.*
- *Go for **build** when you have no errors or warnings showing.*
- *Base address of array – address of starting element*
- *Base address + (iv * sizeof(arr));*
- *Pointers are generic, belongs to no data type.*