

## Chapter 7 - Arrays

An array is a collection of similar <sup>imp</sup> elements.

One variable  $\Rightarrow$  Capable of storing multiple values

### Syntax

The syntax of declaring an Array looks like this:

int marks[90];  $\Rightarrow$  Integer array

char name[20];  $\Rightarrow$  Character array or String

float percentile[90];  $\Rightarrow$  float array

The values can now be assigned to marks array like this:

marks[0] = 33;

marks[1] = 12;

Note: It is very important to note that the array index starts with 0.

Marks  $\rightarrow$ 

7	6	21	3	91	3
---	---	----	---	----	---

 = 

88	89
----	----

0 1 2 3 4 5 ... 88 89

Total = 90 elements

## Accessing elements

Elements of an array can be accessed using:

`scanf ("%d", &marks[0]);`  $\Rightarrow$  Input first value

`printf ("%d", marks[0]);`  $\Rightarrow$  output first value of the array

Quick Quiz  $\rightarrow$  Write a program to accept marks of five students in an array and print them to the screen.

## Initialization of an Array

There are many other ways in which an array can be initialized.

`int cgpa[3] = { 9, 8, 8 };`  $\Rightarrow$  Arrays can be initialized while declaration  
`float marks[] = { 33, 40 };`

## Arrays in memory

Consider this array:

`int arr[3] = { 1, 2, 3 };`  $\Rightarrow$  1 integer = 4 bytes

This will reserve  $4 \times 3 = 12$  bytes in memory  
4 bytes for each integer.

1	2	3
62302	62306	62310

$\Rightarrow$  arr in memory



## Pointer Arithmetic

A pointer can be incremented to point to the next memory location of that type.

Consider this example

```
int i = 32;
```

```
int *a = &i;  $\Rightarrow$  a = 87994 address  $\rightarrow$  87994
```

```
a++;  $\Rightarrow$  Now a = 87998
```

```
char a = 'A';
```

```
char *b = &a;  $\Rightarrow$  b = 87994
```

```
b++;  $\Rightarrow$  Now b = 87995
```

```
float i = 1.7;
```

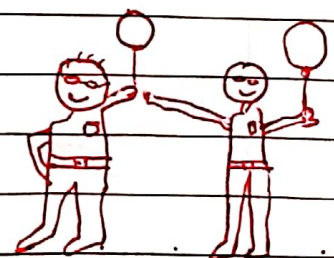
```
float *a = &i;  $\Rightarrow$  Address of i or a = 87994
```

```
a++;  $\Rightarrow$  Now a = 87998
```

Following operations can be performed on a pointers:

1. Addition of a number to a pointer
2. Subtraction of a number from a pointer
3. Subtraction of one pointer from another
4. Comparison of two pointer variables

Quick Quiz  $\rightarrow$  Try these operations on another variable by creating pointers in a separate program. Demonstrate all the four operations.



Yay! we understood  
pointer arithmetic

## Accessing Arrays using pointers

Consider this array

	7	9	2	8	1
index	0	1	2	3	4
	↑ ptr				

If ptr points to index 0, ptr++ will point to index 1 & so on...

This way we can have an integer pointer pointing to first element of the array like this:

```
int *ptr = &arr[0]; → or simply arr
ptr++;
*ptr ⇒ will have 9 as its value
```

## Passing arrays to functions

Arrays can be passed to the functions like this

```
printArray(arr, n); ⇒ function call
```

```
Void printArray(int *i, int n); ⇒ function prototype
```

```
or
Void printArray(int i[], int n);
```



## Multidimensional Arrays

An array can be of 2 dimension / 3 dimension / n dimensions

A 2 dimensional array can be defined as:

```
int arr[3][2] = { { 1, 4 }  
                 { 7, 9 }  
                 { 11, 22 } };
```

We can access the elements of this array as  
arr[0][0], arr[0][1] & so on...

Value = 1

Value = 4

## 2-D arrays in Memory

A 2d array like a 1-d array is stored in contiguous memory blocks like this:

arr[0][0] arr[0][1] ...

1	4	7	9	11	22
---	---	---	---	----	----

87224 87228 ..

Quick Quiz: Create a 2-d array by taking input from the user. Write a display function to print the content of this 2-d array on the screen.



## Chapter 7 - Practice Set

- 1 Create an array of 10 numbers. Verify using pointer arithmetic that  $(ptr+2)$  points to the third element where  $ptr$  is a pointer pointing to the first element of the array.
- 2 If  $S[3]$  is a 1-D array of integers then  $*(S+3)$  refers to the third element:
  - (i) True
  - (ii) False
  - (iii) Depends.
- 3 Write a program to create an array of 10 integers and store multiplication table of 5 in it.
- 4 Repeat Problem 3 for a general input provided by the user using `scanf`.
- 5 Write a program containing a function which reverses the array passed to it.
- 6 Write a program containing functions which counts the number of positive integers in an array.
- 7 Create an array of size  $3 \times 10$  containing multiplication tables of the numbers 2, 7 and 9 respectively.



8 Repeat problem 7 for a custom input given by the user.

9 Create a three-dimensional array and print the address of its elements in increasing order.