

# Arrays I

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# Lecture Topics

- Array Basics
  - Declaration/Initialization
  - Retrieving/Changing values of elements
  - Array Length
- Iterating Through an Array
  - Traditional For Loop
  - Enhanced For Loop
- Copying an Array
  - Shallow Copies
  - Deep Copies

# Colors/Fonts

• Local Variable Names	—	Brown
• Primitive data types	—	Fuchsia
• Literals	—	Blue
• Keywords	—	Orange
• Object names	—	Green
• Operators/Punctuation	—	Black
• Field Names	—	Lt Blue
• Method Names	—	Purple
• Parameter Names	—	Gold
• Comments	—	Gray
• Package Names	—	Pink

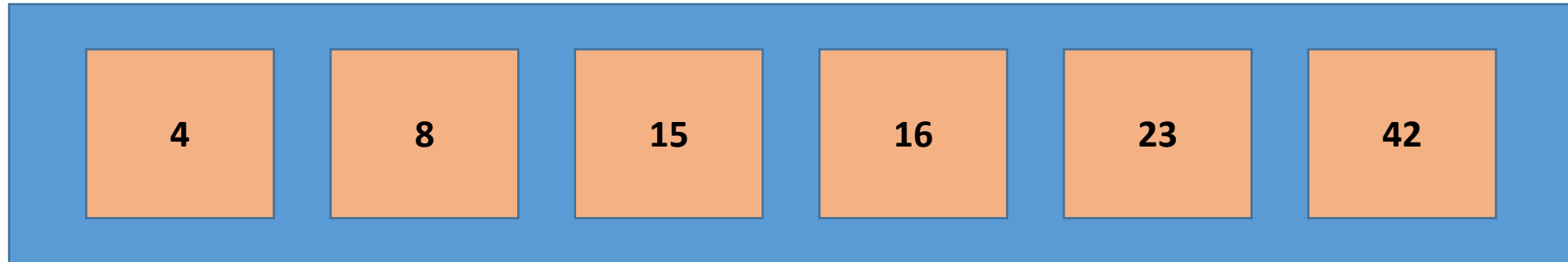
Source Code – **Consolas**  
Output – Courier New

Boolean expression is false

Boolean expression is true

# Arrays

- An ***array*** is a container object that holds a fixed number of values.
- All values must be of the same data type or object (all ints, Strings, etc.)



An array of ints

# Array Basics

- Declared just like any other variable with one difference:
  - An open and close bracket is included after the data type (shown below)

```
int[] numbers;
```

```
double[] values;
```

```
String[] names;
```

# Array Basics

- There are two ways to initialize an array:

- Without data:

```
numbers = new int[6];
```

- Has space for 6 ints.

- Default values are
    - 0 (for numeric arrays)
    - ' ' (for char)
    - false (for boolean)
    - null (for objects)

- Or with data:

```
numbers = {4, 8, 15, 16, 23, 42};
```

Values are comma separated in open/close braces

# Array Basics

- Without data:

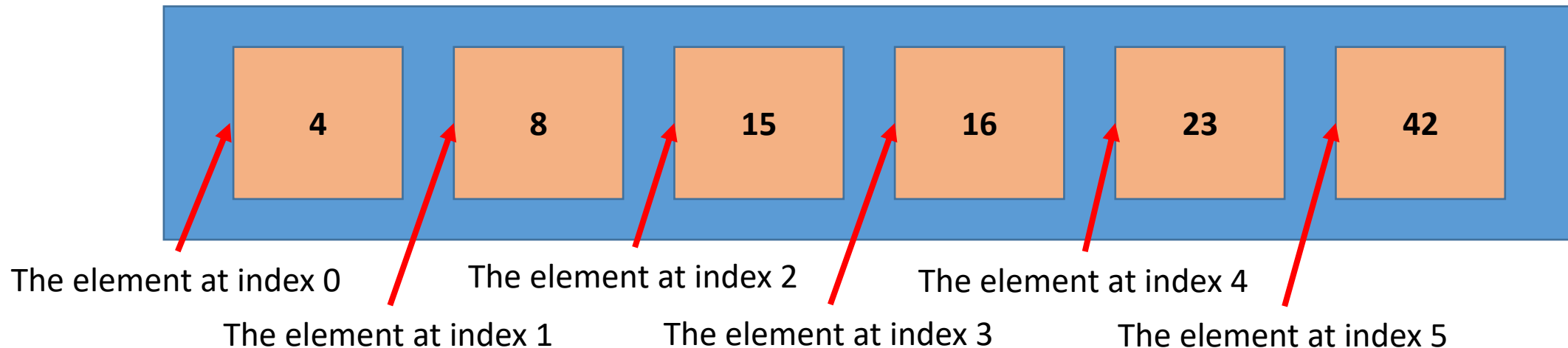
```
int[] numbers = new int[6];
```

- Or with data:

```
int[] numbers = {4, 8, 15, 16, 23, 42};
```

# Array Basics

- An ***index*** (or ***subscript***) is the number representing the position of an array element.
  - First index is always zero.
  - The index is always of type int.
- An ***element*** is the data or object referenced by an index.





# Array Basics

- Internally, arrays do not technically have a size limit, however...
  - Array indexes are represented by an int.
  - The maximum value of an int is 2,147,483,647.
  - Therefore, that is the maximum length of an array.

# Array Basics

- Variables map to locations in memory using a ***symbol table***.
  - A symbol could be a variable or class or method, for example.
  - Managed by the operating system.
- A memory map is a diagram of memory addresses and the data associated with an address or addresses.
  - An address typically corresponds to 8 bits/1 byte of space.

# Array Basics

## Variables

```
int number = 58;  
double value = 16.5;  
char letter = 'L';
```

ints are 32 bits/4 bytes  
doubles are 64 bits/8 bytes  
chars are 16 bits/2 bytes

## Symbol Table

Symbol	Address
number	1000
value	1004
letter	100C

## Memory Map

Address	Data
1000	58
1001	
1002	
1003	
1004	16.5
1005	
1006	
1007	
1008	
1009	
100A	
100B	
100C	L
100D	

# Array Basics

Variables

```
char letter = 'L';  
int[] numbers = {5, 3, 1}
```

Symbol Table

Symbol	Address
letter	1000
numbers	1002

Memory Map

Address	Data
1000	<b>L</b>
1001	
1002	numbers[0]  <b>5</b>
1003	
1004	
1005	
1006	
1006	numbers[1]  <b>3</b>
1007	
1008	
1009	
100A	numbers[2]  <b>1</b>
100B	
100C	
100D	

# Arrays

- The array's ***base address*** is the address where the array begins.
- The following formula calculates the address of other indexes in the array:

base address + index \* byte size

# Array Basics

Symbol Table

Symbol	Address
<b>letter</b>	1000
<b>numbers</b>	1002

Memory Map

Address	Data
1000	<b>L</b>
1001	
1002	numbers[0]  <b>5</b>
1003	
1004	
1005	
1006	numbers[1]  <b>3</b>
1007	
1008	
1009	
100A	numbers[2]  <b>1</b>
100B	
100C	
100D	

$\text{numbers}[0] = 1002_{16} + 0 * 4 = 1002_{16}$

$\text{numbers}[1] = 1002_{16} + 1 * 4 = 1006_{16}$

$\text{numbers}[2] = 1002_{16} + 2 * 4 = 100A_{16}$

- Memory addresses are represented using the hexadecimal system (Base-16).

# Array Basics

- After initializing an empty array...

```
int[] numbers = new int[6];
```

- You can initialize the elements by referencing the index using ***subscript notation***:

```
numbers[0] = 4;  
numbers[1] = 8;  
numbers[2] = 15;  
numbers[3] = 16;  
numbers[4] = 23;  
numbers[5] = 42;
```

# Array Basics

- To retrieve an array's element, simply reference the index:

```
int[] multiplesOfTen = {10, 20, 30, 40, 50};
```

```
System.out.println(multiplesOfTen[0]);
```

```
System.out.println(multiplesOfTen[1]);
```

```
System.out.println(multiplesOfTen[2] + multiplesOfTen [3]);
```

10

20

70



# Array Basics

- Assign a new value/object to the array at the desired index.

```
int[] myTwoNumbers = new int[2];  
myTwoNumbers[0] = 10;  
myTwoNumbers[1] = 20;  
System.out.println(myTwoNumbers[0]);  
System.out.println(myTwoNumbers[1]);
```

10  
20  
30  
40

```
myTwoNumbers[0] = 30;  
myTwoNumbers[1] = 40;  
System.out.println(myTwoNumbers[0]);  
System.out.println(myTwoNumbers[1]);
```

# Array Basics

- To retrieve an array's length, call on its length field.
  - The length field is an int.

```
int[] numbers = new int[10];  
int numbersLength = numbers.length;  
System.out.println(numbersLength);
```

10

# ArrayIndexOutOfBoundsException

- This exception is caused by:
  - Trying to retrieve a value at an a non-existent index.
  - Trying to store a value to a non-existent index.
  - Using a negative as an index (`someArray[-1]`)

```
char[] letters = {'a', 'b', 'c'};  
System.out.println(letters[3]);
```

```
run:  
[-] Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: 3  
    at javaapplication3.JavaApplication3.main(JavaApplication3.java:23)  
Java Result: 1  
BUILD SUCCESSFUL (total time: 0 seconds)
```

# Iterating Through an Array

- For loops are ideal for iterating through the elements of an array.
  - The loop's counter can be used to represent each index.

```
String[] names = {"John", "Jane", "Jack"};
```

```
for(int i = 0; i < names.length; i++) {  
    System.out.println(names[i]);  
}
```

John  
Jane  
Jack



This loop will iterate from 0 through 2.

Will be 0, then 1, then 2

# Iterating Through an Array

- This for loop demonstrates the ability to initialize the elements of an array.

```
String[] names = new String[3];
Scanner keyboard = new Scanner(System.in);
for(int i = 0; i < names.length; i++) {
    System.out.print("Enter name #" + i + ": ");
    names[i] = keyboard.nextLine();
}
```

```
//Prints the values of the names array
for(int i = 0; i < names.length; i++) {
    System.out.println(names[i]);
}
```

```
Enter name #0: John
Enter name #1: Jane
Enter name #2: Jack
John
Jane
Jack
```

# Iterating Through an Array

- You may have noticed the output started by asking for name #0.
  - It would look better if it started by asking for name #1
  - We would still want to assign that name to index 0, though.

```
Enter name #0: John
Enter name #1: Jane
Enter name #2: Jack
John
Jane
Jack
```

# Iterating Through an Array

- This change will add one to i when printed.
  - But it won't actually replace the current value of i.

```
String[] names = new String[3];
Scanner keyboard = new Scanner(System.in);
for(int i = 0; i < names.length; i++) {
    System.out.print("Enter name #" + (i + 1) + ": ");
    names[i] = keyboard.nextLine();
}
```

```
Enter name #1: John
Enter name #2: Jane
Enter name #3: Jack
```


# Iterating Through an Array

- This for loop demonstrates the ability to change or alter the values of an array.

```
String[] names = {"John", "Jane", "Jack"};
```

```
for(int i = 0; i < names.length; i++) {  
    names[i] = names[i].toUpperCase();  
}
```

Replaces the original  
value with an uppercase  
version of itself



```
//Prints the values of the names array  
for(int i = 0; i < names.length; i++) {  
    System.out.println(names[i]);  
}
```

JOHN  
JANE  
JACK



# Iterating Through an Array

- This for loop iterates through the elements backwards.

```
String[] names = {"John", "Jane", "Jack"};
```

```
for(int i = names.length - 1; i >= 0; i--) {  
    System.out.println(names[i]);  
}
```

Starts at the last index

Stops when -1 is reached

Jack  
Jane  
John

# Iterating Through an Array

- This for loop iterates through a portion of the array.

```
String[] names = {"John", "Jane", "Joe", "Jack"};
```

```
for(int i = 0; i < names.length/2; i++) {  
    System.out.println(names[i]);  
}
```

John

Jane

# Iterating Through an Array

- The ***for-each loop*** (also known as ***enhanced for loop*** or ***for-in loop***) is special type of for loop that iterates over the contents of an array or list.
  - This is the type of for loop Python uses.

```
for(dataType variableName : arrayName) {  
    ...  
}
```

- For each element in the array or list, *variableName* will represent that element for each iteration.
  - The data type of *variableName* must match the data type of the array.

# Iterating Through an Array

```
String[] names = {"John", "Jane", "Joe", "Jack"};

for(String name : names) {
    System.out.println(name);
}
```

John

Jane

Joe

Jack

# Iterating Through an Array

- For-each loops will iterate over the entire length of the array.
  - Even if there is no element present.

```
String[] names = new String[3];  
names[0] = "John";  
names[1] = "Jane";
```

```
for(String name : names) {  
    System.out.println(name);  
}
```

John  
Jane  
null



No String stored at index 2

# Iterating Through an Array

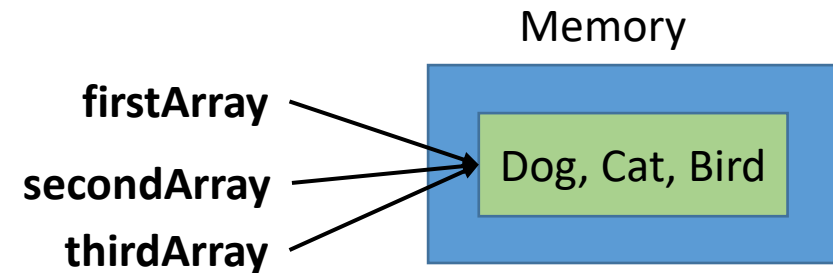
- For-each loops are the preferred way to iterate over every element, from start to finish.
- Benefits of the for-each loop :
  - No need to worry about array size/length.
  - No need to worry about any `ArrayIndexOutOfBoundsException`.
- Drawbacks of the for-each loop:
  - Can't change the elements in the array.
  - Can't go in reverse.
  - Can't iterate over a portion of the array.
  - Can't work with additional arrays in the loop.
    - For example, copying elements from one array to another.
  - Doesn't keep track of subscripts/index numbers.
    - There's no counter variable like a traditional for loop.

# Copying an Array

- Copying an array like the example below creates a ***shallow copy***.
  - Shallow copies are multiple variables referencing the same data.

```
String[] firstArray = {"Dog", "Cat", "Bird"};  
String[] secondArray = new String[5];
```

```
secondArray = firstArray;  
String[] thirdArray = firstArray;
```



# Copying an Array

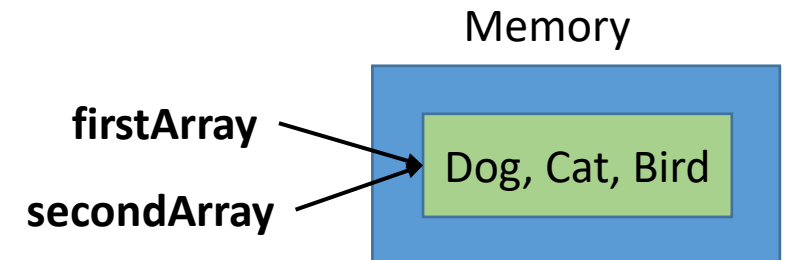
- Since the variables reference the same array, changing one appears to change any others.

```
String[] firstArray = {"Dog", "Cat", "Bird"};  
String[] secondArray = new String[5];  
System.out.println(firstArray[0]);
```

```
secondArray[0] = "Fish";  
System.out.println(firstArray[0]);
```

Dog

Fish





# Copying an Array

- To create a second, separate array with the same contents you need to perform a ***deep copy***.
  - A deep copy copies the contents of one array into a second array of the same length.

```
int[] original = {3, 5, 7, 9};  
int[] copy = new int[original.length];  
  
for(int i = 0; i < original.length; i++) {  
    copy[i] = original[i];  
}
```

Same size

Copies the value to the corresponding index in the other array.

# Copying an Array

- Since the variables reference different arrays, changing one does not alter the original.

```
int[] original = {3, 5, 7, 9};  
int[] copy = new int[original.length];  
  
for(int i = 0; i < original.length; i++) {  
    copy[i] = original[i];  
}
```

```
System.out.println(original[0]);  
copy[0] = 99;  
System.out.println(original[0]);
```

3  
3