

CSE 115L: Programming Language I Lab (Section: 06)

Spring 2020

Lab-07 (2D Arrays)

| Memory Representation | | | | | Basic Syntax | |
|---|-------------|-------------|-------------|-------------|--|--|
| | Column 0 | Column 1 | Column 2 | Column 3 | DataType arrayName [row][column]; | |
| Row 0 | a[0][0] | a[0][1] | a[0][2] | a[0][3] | <u>How to declare the 2D arrays:-</u> | |
| Row 1 | a[1][0] | a[1][1] | a[1][2] | a[1][3] | int a[3][4]; | |
| Row 2 | a[2][0] | a[2][1] | a[2][2] | a[2][3] | In the declaration above row=3 and column=4 OR | |
| | Column 0 | Column 1 | Column 2 | Column 3 | int a[3][4] = { | |
| Row 0 | 0 | 1 | 2 | 3 | {0, 1, 2, 3} , /* row 0 */ | |
| Row 1 | 4 | 5 | 6 | 7 | {4, 5, 6, 7} , /* row 1 */ | |
| Row 2 | 8 | 9 | 10 | 11 | {8, 9, 10, 11} /* row 2 */ | |
| To access value 1 we write a[0][1] To access value 11 we write a[2][3] | | | | | }; | |
| Example: printf("value in row-0, column-1: %d", a[0][1]); //this will output 1 | | | | | OR | |
| | | | | | The above statement is same as: | |
| | | | | | int a[3][4] = {0,1,2,3,4,5,6,7,8,9,10,11}; | |

Example: Declaring and accessing the elements of a two-dimensional array

```
#include <stdio.h>
#include <math.h>

int main()
{
    int A[100][100], i, j, rows, columns;
    printf("Number of rows: ");
    scanf("%d", &rows);

    printf("Number of columns: ");
    scanf("%d", &columns);

    for(i=0;i<rows;i++)
    {
        for(j=0;j<columns;j++)
        {
            printf("A[%d][%d]: ", i, j);
            scanf("%d", &A[i][j]);
        }
    }

    printf("Values in array A:\n");

    for(i=0;i<rows;i++)
    {
        for(j=0;j<columns;j++)
        {
            printf("\t%d", A[i][j]);
        }
        printf("\n");
    }

    return 0;
}
```

Bubble Sort:

Bubble sort is a simple sorting algorithm. This sorting algorithm is a comparison-based algorithm in which each pair of adjacent elements is compared and the elements are swapped if they are not in order.

Example:

| | | | | |
|----|----|----|----|----|
| 14 | 33 | 27 | 35 | 10 |
|----|----|----|----|----|

Bubble sort starts with very first two elements, comparing them to check which one is greater:

| | | | | |
|----|----|----|----|----|
| 14 | 33 | 27 | 35 | 10 |
|----|----|----|----|----|

In this case, value 33 is greater than 14, so it is already in sorted locations. Next, we compare 33 with 27.

| | | | | |
|----|----|----|----|----|
| 14 | 33 | 27 | 35 | 10 |
|----|----|----|----|----|

We find that 27 is smaller than 33 and these two values must be swapped.

| | | | | |
|----|----|----|----|----|
| 14 | 33 | 27 | 35 | 10 |
|----|----|----|----|----|

The new array should look like this -

| | | | | |
|----|----|----|----|----|
| 14 | 27 | 33 | 35 | 10 |
|----|----|----|----|----|

Next we compare 33 and 35. We find that both are in already sorted positions.

| | | | | |
|----|----|----|----|----|
| 14 | 27 | 33 | 35 | 10 |
|----|----|----|----|----|

Then we move to the next two values, 35 and 10.

| | | | | |
|----|----|----|----|----|
| 14 | 27 | 33 | 35 | 10 |
|----|----|----|----|----|

We know then that 10 is smaller than 35. Hence they are not sorted.

| | | | | |
|----|----|----|----|----|
| 14 | 27 | 33 | 35 | 10 |
|----|----|----|----|----|

We swap these values. We find that we have reached the end of the array. After one iteration, the array should look like this -

| | | | | |
|----|----|----|----|----|
| 14 | 27 | 33 | 10 | 35 |
|----|----|----|----|----|

To be precise, we are now showing how the array should look like after each iteration. After the second iteration, it should look like this -

| | | | | |
|----|----|----|----|----|
| 14 | 27 | 10 | 33 | 35 |
|----|----|----|----|----|

Notice that after each iteration, at least one value moves at the end.

| | | | | |
|----|----|----|----|----|
| 14 | 10 | 27 | 33 | 35 |
|----|----|----|----|----|

And when there's no swap required, bubble sorts learns that an array is completely sorted.

| | | | | |
|----|----|----|----|----|
| 10 | 14 | 27 | 33 | 35 |
|----|----|----|----|----|

```

#include <stdio.h>

int bubbleSort(int list[], int size) {
    int temp;
    int i,j,k;

    int swapped;

    // loop through all numbers
    for(i = 0; i < size-1; i++)
    {
        swapped = 0;

        // loop through numbers falling ahead
        for(j = 0; j < size-1-i; j++)
        {
            printf("Items compared: [ %d, %d ] ", list[j],list[j+1]);

            // check if next number is lesser than current no
            // swap the numbers.
            // (Bubble up the highest number)

            if(list[j] > list[j+1])
            {
                temp = list[j];
                list[j] = list[j+1];
                list[j+1] = temp;

                swapped = 1;
                printf("=> swapped [%d, %d]\n", list[j],list[j+1]);
            }
            else
            {
                printf("=> not swapped\n");
            }

        }

        // if no number was swapped that means
        // array is sorted now, break the loop.
        if(!swapped) {
            break;
        }
    }
}

```

```

        printf("\nAfter Iteration #%d: ",(i+1));
        for(k=0; k<size; k++)
        {
            printf("%d ", list[k]);
        }
        printf("\n\n");
    }

    printf("\nThe numbers arranged in ascending order are given below \n");

    for(i=0; i<size; i++)
    {
        printf("%d ", list[i]);
    }
}

int main(void)
{
    int size, i;
    printf("Enter the number of element in the array: \n");
    scanf("%d", &size);

    int arr [size];
    printf("Enter the elements:\n");

    for (i = 0; i < size; i++)
        scanf("%d", &arr[i]);

    printf("\n");

    bubbleSort(arr, size);

    return 0;
}

```