

Introduction to Programming

Week – 5, Lecture – 1

Iterative Operations on Arrays

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We will now have a look at two most common operations performed through loops on an array

- Sorting the values in an array
- Searching for a value in an array

Example – Cards in your hands

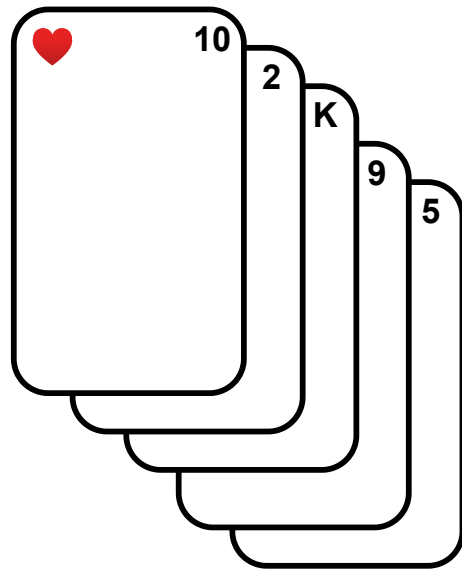
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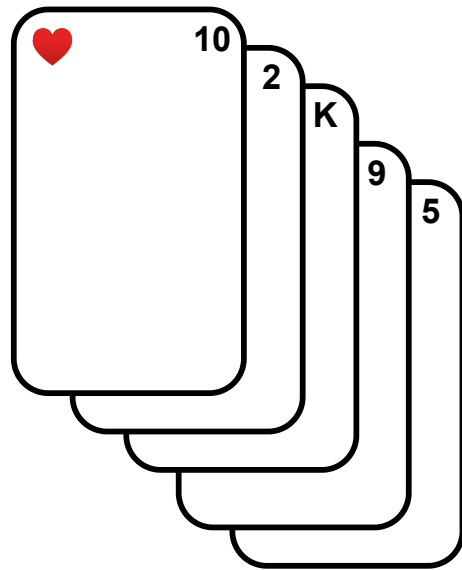


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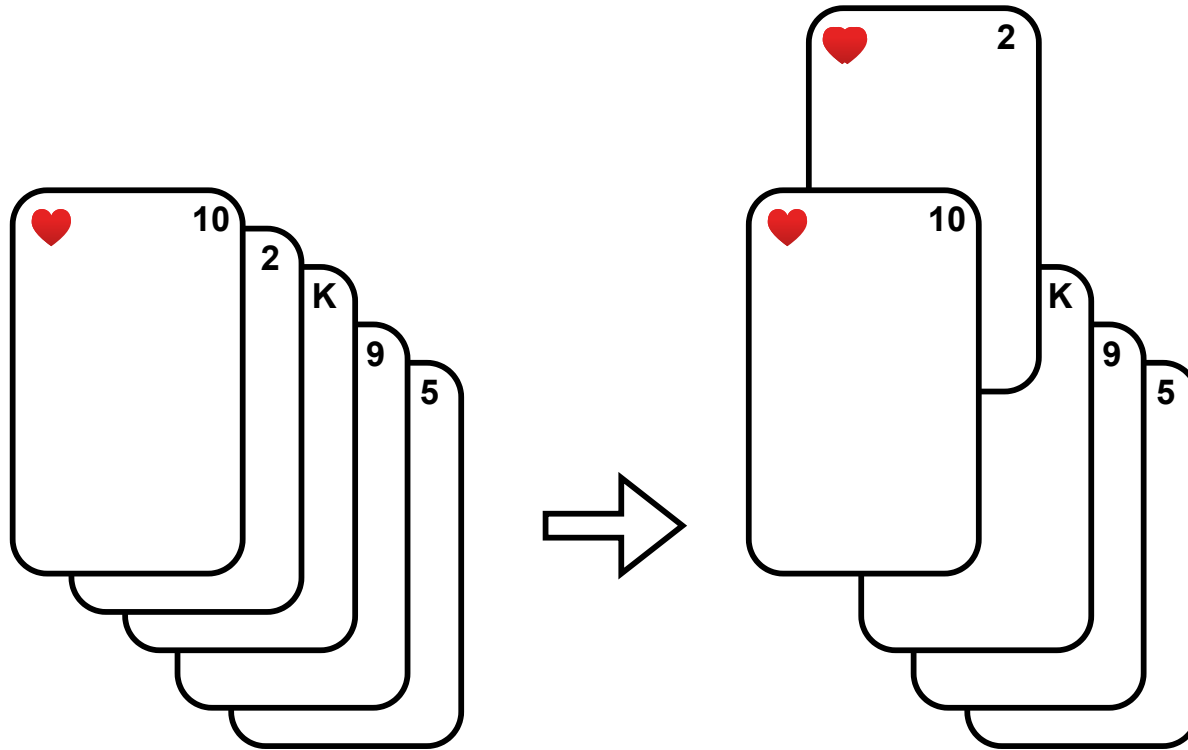
How do they usually do it?

“Sorting” the cards in hand

A common approach to get the cards in order (assuming the smallest card is on top) is this:

- Browse through the cards, and find the smallest card in the hand

“Sorting” the cards in hand

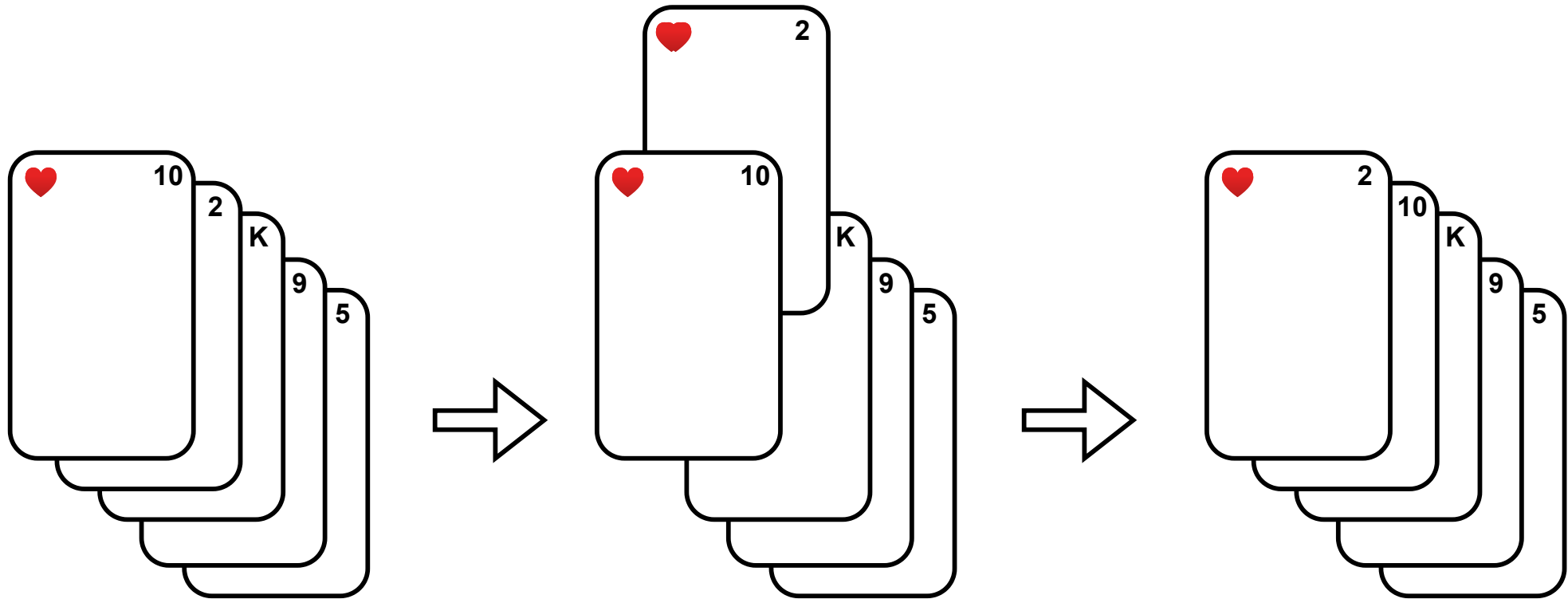


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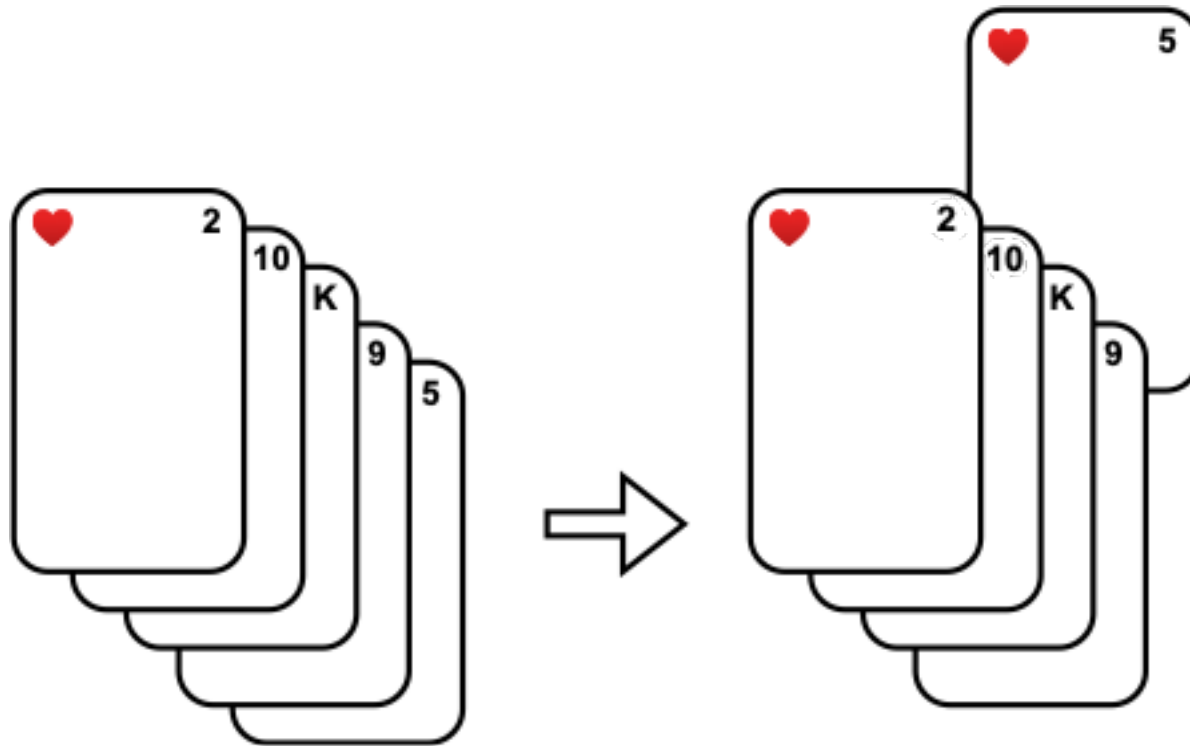


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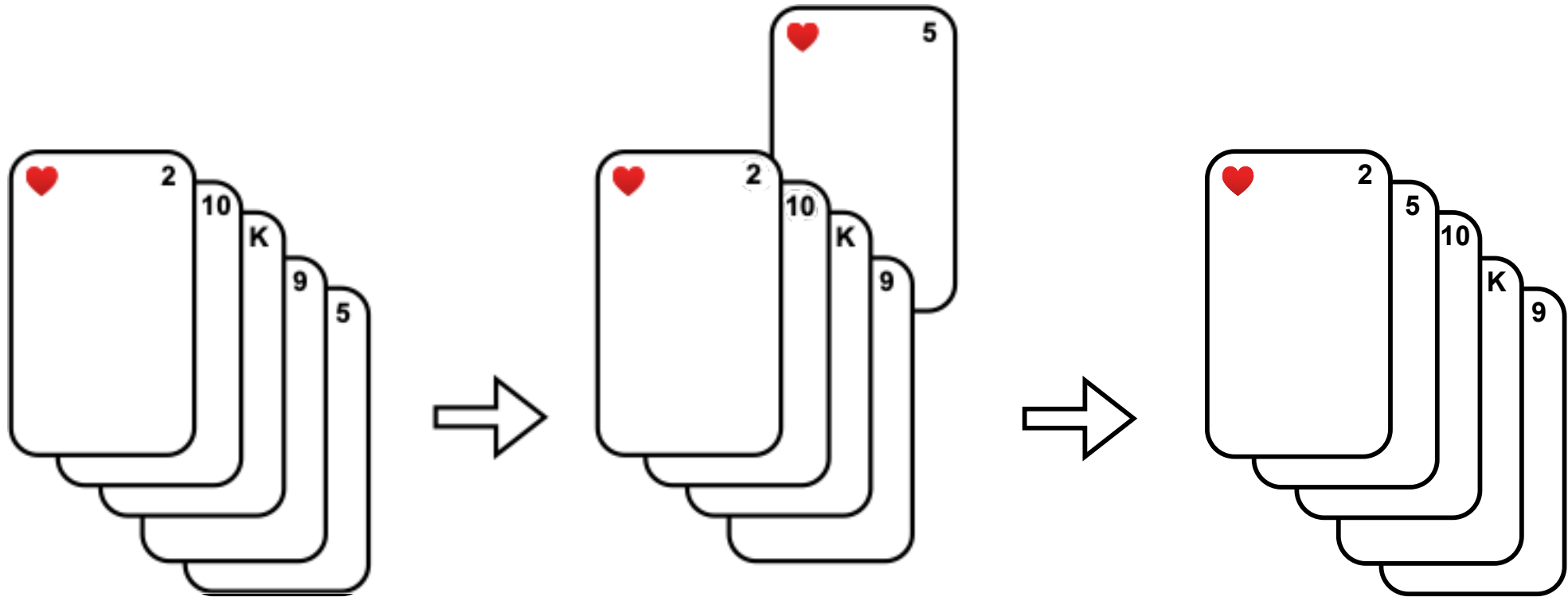


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Assuming that the set of cards represent an array, with each card represents a variable

- ... sorting an array involves re-shuffling of the values that the array stores
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What we just saw included examples of two common array operations

- “*inserting*” a value and “*deleting*” the value at a given index (in this case, it was the same value)

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| 0 | 1 | 2 | 3 | <u>4</u> | | |

Assume that we have an array of capacity 5 and current size as 4

Here, there is no “recognized” value at index 4 (i.e., it could be some random value, that we don’t care)

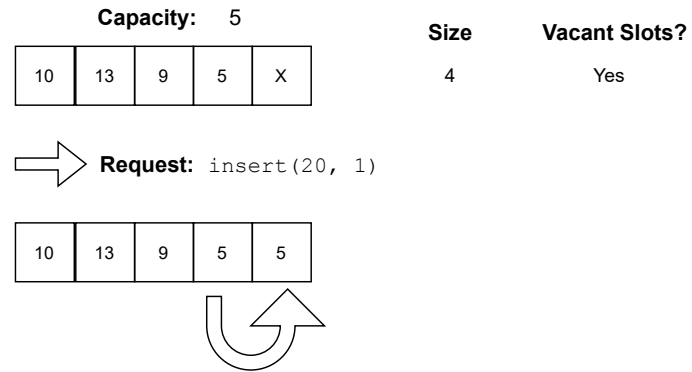
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➡ **Request:** `insert(20, 1)`

Assume that we now get a request to insert a new value, 20, at index 1 of the array

Insertion in arrays

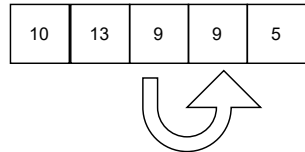
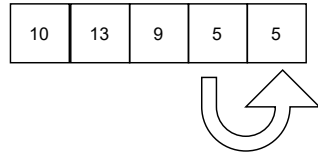


We copy the value at last occupied index, i.e., index 3 to the next index, i.e., index 4

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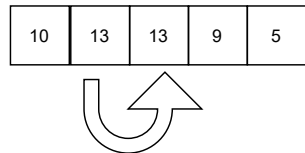
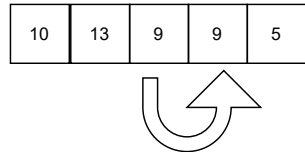
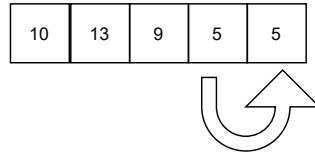
We copy the value at last occupied index, i.e., index 3 to the next index, i.e., index 4

... then we copy the value at index 2 to index 3

Insertion in arrays

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We copy the value at last occupied index, i.e., index 3 to the next index, i.e., index 4

... then we copy the value at index 2 to index 3


... and finally, we copy value at index 1 to index 2

Insertion in arrays


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|----|----|----|---|---|



| | | | | |
|----|----|----|---|---|
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|----|----|----|---|---|



| Size | Vacant Slots? |
|------|---------------|
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Finally, we can now insert new value at index 1

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In the card sorting example, we *inserted* a card at the appropriate location in each step

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- Checking if the array has any vacant slots; if there are, we can accommodate a new value
- Picking an index in the array to “insert” the new value; let the index be i
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It can range from 0 to the array capacity

- Array capacity is essentially its declared size

Insertion in arrays

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// Check for vacancy
if(size == CAPACITY)
{
    printf("The array is full; remove some elements first !\n");
    break;
}

printf("Enter the index where you would like to insert the value: ");
scanf("%d", &op1);

// Check if the index is valid
if(op1 < 0 || op1 >= CAPACITY)
{
    printf("Invalid insertion index\n");
    break;
}
else if(op1 > size)
{
    printf("WARNING: The element will be added at the end, i.e. index %d\n",size);
    op1 = size;
}

printf("Enter the value to insert: ");
scanf("%d", &op2);

// Shift elements to the right
for(i = size; i > op1; i--)
    arr[i] = arr[i-1];

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Focus on this part, and convince yourself that it performs the insertion

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Capacity: 5

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|----|----|----|---|---|
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|----|----|----|---|---|

Size

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Let us go back to the array where we inserted the value

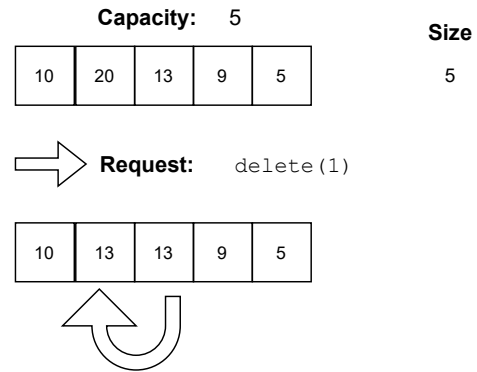
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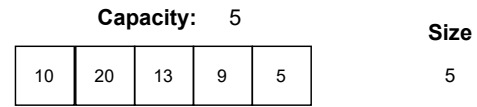
Assume that we now get a request to delete the value at index 1 of the array

Deletion in arrays

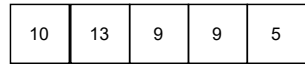


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Deletion in arrays



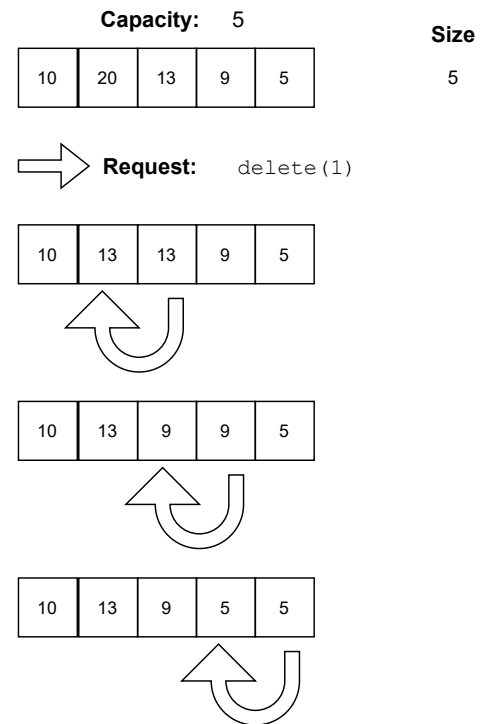
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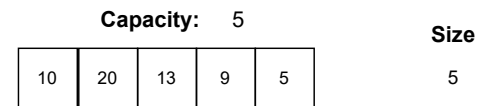


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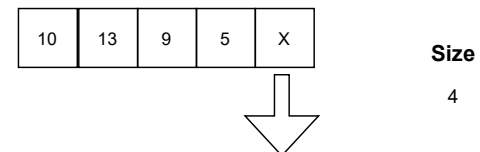
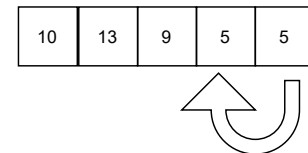
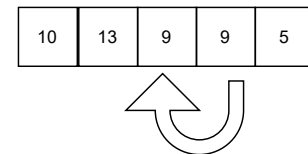
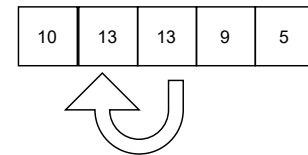
... then we copy the value at index 3 to index 2

... and finally, we copy value at index 4 to index 3

Deletion in arrays



➔ Request: `delete(1)`



We don't really need to "delete" the value at last index...
we just reduce the size, and "ignore" the stored value

Deletion in arrays

```
// Check if array has any elements
if(size == 0)
{
    printf("The array is empty; add some elements first !\n");
    break;
}

printf("Enter the index of the value you wish to delete: ");
scanf("%d", &op1);

// Check if the index is valid
if(op1 < 0 || op1 >= CAPACITY)
{
    printf("Invalid insertion index\n");
    break;
}
else if(op1 >= size)
{
    printf("WARNING: The last element will be deleted, i.e. at index %d\n",size-1);
    op1 = size;
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// Shift elements to the left
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op1 contains the index for deletion

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- Thus, the unsorted part contains (size – 1) elements
- At each step, we pick the first element from the unsorted part...
- ... and “insert” it at its “correct” index in the sorted array
- Then, we increase the size of the sorted part by 1 (thus, decreasing the size of unsorted part by 1)
- When the size of unsorted part becomes 0, the whole array has become sorted

The Insertion Sort

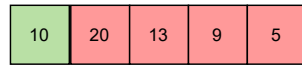
| | | | | |
|----|----|----|---|---|
| 10 | 20 | 13 | 9 | 5 |
|----|----|----|---|---|

The Insertion Sort

| | | | | |
|----|----|----|---|---|
| 10 | 20 | 13 | 9 | 5 |
| 0 | 1 | 2 | 3 | 4 |

Let us do insertion sort on our sample array !!

The Insertion Sort



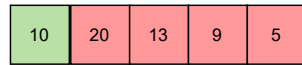
Sorted part of array



Unsorted part of array

At the start, the sorted part only contains the index 0, while the unsorted part contains indices 1 to 4

The Insertion Sort



Sorted part of array

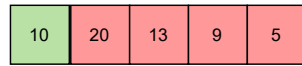


Unsorted part of array

At the start, the sorted part only contains the index 0, while the unsorted part contains indices 1 to 4

We delete the first element of the unsorted part, i.e., 20 at index 1...

The Insertion Sort



Sorted part of array

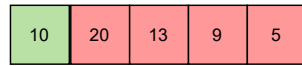


Unsorted part of array



... and insert it in the sorted part at its correct position, i.e., index 1 itself !!

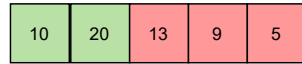
The Insertion Sort



Sorted part of array



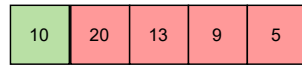
Unsorted part of array



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Next, we delete 13 from index 2...

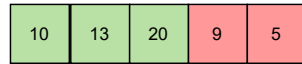
The Insertion Sort



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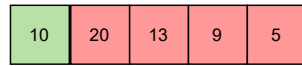


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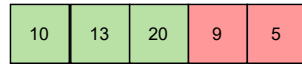
The Insertion Sort



Sorted part of array



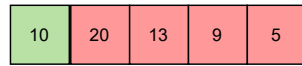
Unsorted part of array



... and insert it in the sorted part at its correct position, i.e., index 1 !!

The first element of the unsorted part, i.e., 9 at index 3 is now deleted...

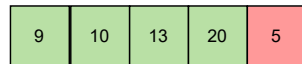
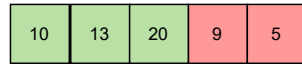
The Insertion Sort



Sorted part of array

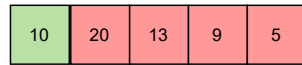


Unsorted part of array



... which gets inserted at index 0 in the sorted part of the array !!

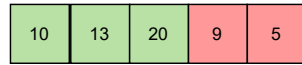
The Insertion Sort



Sorted part of array



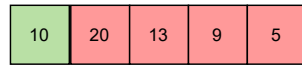
Unsorted part of array





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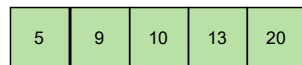
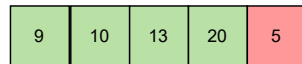
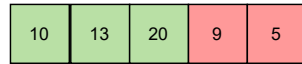
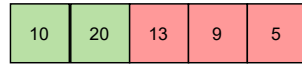
The last element of the unsorted part, i.e., 5 at index 4 is the last value to be deleted...

The Insertion Sort



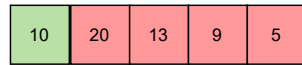
 Sorted part of array

 Unsorted part of array



... which is inserted at the index 0, its correct position in the sorted part

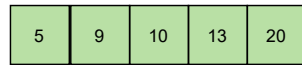
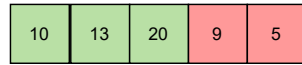
The Insertion Sort



Sorted part of array



Unsorted part of array



... which is inserted at the index 0, its correct position in the sorted part

With this, the sorted part now contains the whole array... and we can feel proud that we have sorted the array :D

Searching in an array

How can you search for an element in an unsorted array?

- We don't have much choice, but to check values at all the array indices, one by one

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- **If you always pick the mid-point of the array's part you are searching as i , it is called *Binary Search***

Searching in an array

| | | | | |
|---|---|----|----|----|
| 5 | 9 | 10 | 13 | 20 |
|---|---|----|----|----|

Searching in an array

| | | | | |
|---|---|----|----|----|
| 5 | 9 | 10 | 13 | 20 |
| 0 | 1 | 2 | 3 | 4 |

Going back to our array

Searching in an array

To search: 9


| | | | | |
|---|---|----|----|----|
| 5 | 9 | 10 | 13 | 20 |
|---|---|----|----|----|


Assume that we have to search 9 in this sorted array

Searching in an array

To search: 9

| | | | | |
|---|---|----|----|----|
| 5 | 9 | 10 | 13 | 20 |
|---|---|----|----|----|

 The element can be present in this part of array

 The element cannot be present in this part of array

In the beginning, we assume that 9 can be present anywhere in the array

Searching in an array




In the beginning, we assume that 9 can be present anywhere in the array


We compare it with the value at index 2, the mid-point of the part of the array where we must search (i.e., the whole array)

Searching in an array

To search: 9

| | | | | |
|---|---|----|----|----|
| 5 | 9 | 10 | 13 | 20 |
|---|---|----|----|----|

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 The element cannot be present in this part of array


| | | | | |
|---|---|----|----|----|
| 5 | 9 | 10 | 13 | 20 |
|---|---|----|----|----|


Since 9 is smaller than 10, we can be sure that it cannot be present at indices 2 or higher, so only the left part of the array remains a candidate for further searching

Searching in an array

To search: 9

| | | | | |
|---|---|----|----|----|
| 5 | 9 | 10 | 13 | 20 |
|---|---|----|----|----|

 The element can be present in this part of array

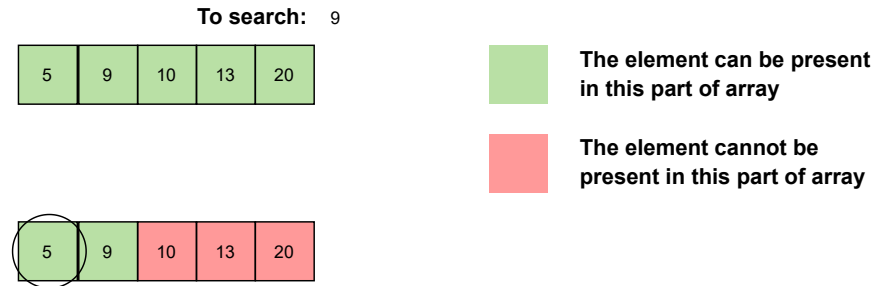
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| | | | | |
|---|---|----|----|----|
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Since it is a two-element part, there is really no “mid-point” as such... so we can pick either as the next point to search...


Let us pick index 0 for the next search

Searching in an array

To search: 9

| | | | | |
|---|---|----|----|----|
| 5 | 9 | 10 | 13 | 20 |
|---|---|----|----|----|

 The element can be present in this part of array

 The element cannot be present in this part of array

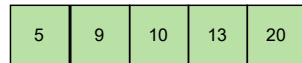
| | | | | |
|---|---|----|----|----|
| 5 | 9 | 10 | 13 | 20 |
|---|---|----|----|----|


Since 9 is larger than 5, it can only be present to the right of 5 in the array, leaving only index 1 to be searched


| | | | | |
|---|---|----|----|----|
| 5 | 9 | 10 | 13 | 20 |
|---|---|----|----|----|

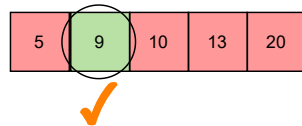
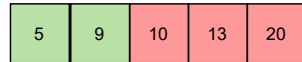
Searching in an array

To search: 9



 The element can be present in this part of array

 The element cannot be present in this part of array



... and this is where our element is !!

Homework !!

Go through the Example C file called `BasicArrayOperations.c`

- Create a new C file called `ArrayOperations.c`, containing two more operations...
- ... “insertion sort array” operation, with operation code 3
- ... and “binary search in array” operation, with operation code 4
- (assume that the user is “disciplined” enough to sort the array first, and then use binary search)

There are many other searching algorithms, you can easily comprehend at least two of them now

- Bubble Sort
- Selection Sort
- Try to write C code for them as well on your own