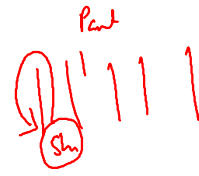


# Data Structure

int x = 50;

50  
x



DS  
|||||



Linear, Non-linear DS

✓ Arrays  
Linked  
Stack  
Queues

Trees  
Graphs  
etc...

\* Similar data

Array → List

↳ list of character ⇒ a, b, c, d ✓

list of integers ⇒ 1, 2, 3, 4

list of float ⇒ 1.1, 2.1, —

list of double ⇒ 2.11, 3.11 —


int v1 = 'a';  
int v2 = 'b';  
==

Student  
float  
grades

77 | 81 | 80 | 96 | 1 | →

A | B | C | D | F | →

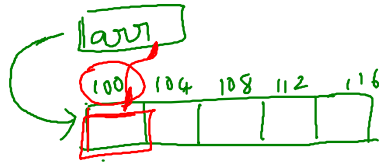
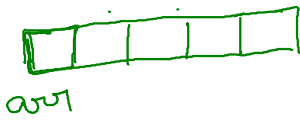
## How to Declare Array?

int x;   
datatype array-name[size]

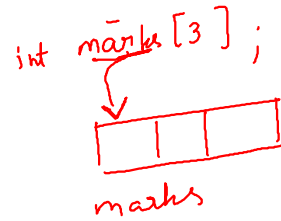
int arr[5];

int 4 bytes

5  
khanan  
X  
arr, a



continuous memory



## Intitalizing Array

int x = 10;

int n;  
n = 9;

int arr[5];

arr[0] = 1;

arr[1] = 2

arr[2] = 3

arr[3] = 4

arr[4] = 5

X

DI

int marks[3] = {20, 30, 40};



marks

=> int nums[1000] = { - - - - } X

int nums[1000] = {0};

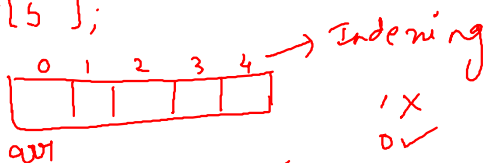


int nums[1000] = {1};



## Accessing Array Elements

int arr[5];



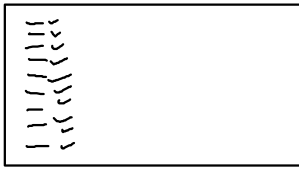
5 (0, 4)

(0 — (n-1))

int arr[5] = {1, 2, 3, 4, 5}

arr[3]; // 4

arr[1]; // 2



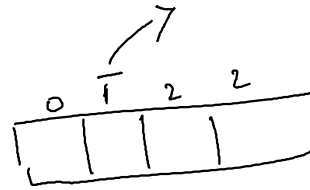
Array is powerful concept, to store, organize, access.

Why use Array?

100

string mit, "Jalebi"  
mi, "k"  
= 100 —

} ⇒ Array  
val



### Printing of Arrays

```
int arr[5] = {10, 20, 30, 40, 50};
for(int i=0; i<5; i++){
    cout<<arr[i]<<endl;
}
```

5  
i=0, 0<5 ✓  
arr[0]

i=1, 1<5 ✓  
arr[1]

i=2, 2<5 ✓  
arr[2]

i=3, 3<5 ✓  
arr[3]

i=4, 4<5 ✓  
arr[4]

i=5, 5<5 ✗

output

10  
20  
30  
40  
50

int arr[5] = {10, 20}

int arr[] = {6, 3} ✓

int arr[10] = {1}

int arr[2]

i, — 0000

int arr[]; // error

Homework: Complete Array initialize with 2

int arr[100] = {2, 2, 2, 2} ✗

comment

arr[100] = {2}

0, 000000

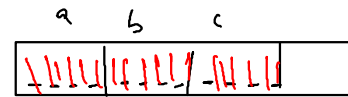
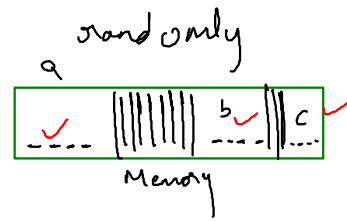
2 2 2 2

## Memory Representatiin of Arrays

✓ contiguous  $\left\{ \begin{array}{c} \text{---} \\ \text{---} \\ \text{---} \end{array} \right\}$  linked  $\left\{ \begin{array}{c} \text{---} \\ \text{---} \\ \text{---} \end{array} \right\}$   
 11111111

int a = 5; // 4 bytes  
 int b = 10; // 4 bytes  
 int c = 15 // 4 bytes

int arr[3] = {5, 10, 15}



## Types of Array

✓ 1) One Dimensional Array (1D)  
 linear — 1111

int arr[5] = {1, 2}

2) Two Dimensional array (2D)  
 An arr → matrices



int arr[rows][col] = { }

3) Multidimension (3D)

int arr[2][3][4] // 3D Array

4) Dynamic Array → runtime

5) Array of Objects (OOP)

6) Character Array → characters (string)

## Find Length of the array



sizeof(a) → 4

b → 4

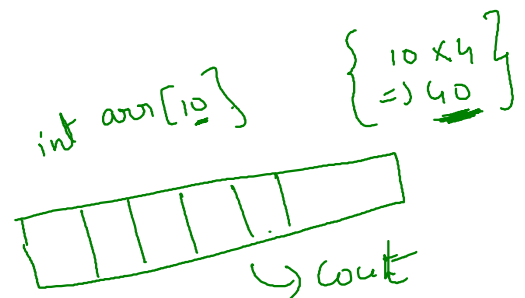
d → 8

c → 16



size

int ⇒ 4 bytes



$\frac{40}{4} \Rightarrow 10$

```
int arr[10] = {9}
```

[illegible]

## Good Practice and Bad Practice

$\Rightarrow$  int arr[] = {1, 2, 3, 4}  $\hookrightarrow$  good practice  
 $\text{int arr}[\underline{4}]$ .

2)  $\text{int arr}[10] = \{3, 4, 5\}$  ✓ 0,000 ✓

~~3~~ int arr[1000] = {~~0~~} ; X arr[0] = garbage  
                ✓ X                      S.B  
   unexpected

