

04/01/28

Arrays

- ① What is an array.
- ② Declaring an array. and initialising
- ③ Accessing the elements of an array.

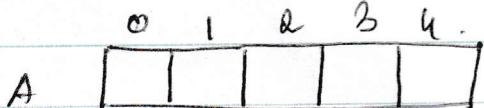
→ Array is a collection of similar data elements group under same name.

Arrays are vector variable.

Variables are scalar variable.

`int n = 10` → scalar, 10 is the magnitude of n

`int array[5] = { }` → vector.



So all the elements in this array has the same ~~element~~ variable name A, how can we differentiate them. In this case index comes into picture. we can call them

Array of index 0. $A[0]$ etc and so on.

so using its name and index we can access the elements of an array.

Declaring and initialising an array.

int A[5];

| | | | | | |
|---|---|---|---|---|---|
| A | 0 | 1 | 2 | 3 | 4 |
| | ? | ? | ? | ? | ? |

garbage value as we are not initialising with elements.

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

| | | | | | |
|---|---|---|---|---|---|
| A | 0 | 1 | 2 | 3 | 4 |
| | 1 | 2 | 3 | 4 | 5 |

int A[5] = {2, 4};

| | | | | | |
|---|---|---|---|---|---|
| A | 0 | 1 | 2 | 3 | 4 |
| | 2 | 4 | 0 | 0 | 0 |

When we declared the array with size of 5 and initialised with only two elements so the rest of the elements will be initialised with zero.

int A[5] = {0};

| | | | | | | |
|---|---|---|---|---|---|---|
| A | 0 | 1 | 2 | 3 | 4 | 5 |
| | 0 | 0 | 0 | 0 | 0 | 0 |

Same as the previous one.

int A[8] = {2, 4, 5, 6, 7, 8};

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| A | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| | 2 | 4 | 5 | 6 | 7 | 8 | | | |

↓
if we declare
array like this in c program.

then this is how
it will be represented
in main memory.

Accessing the elements in an array.

$A[5] = \{1, 2, 3, 4, 5\}$

`print(A[0])`

Traversing through an array mean accessing all the elements in an array. We can use a for loop to access all the elements in an array.

* Static array and dynamic array.

* Static array - memory is allocated at compile time having a fixed size. we cannot alter or update the `int A[5] = {1, ..., 5}` size of the array.

* Dynamic array - memory is allocated at run time but not having fixed size.

Suppose a user wants to allocate memory size according to their needs, in this case the array is dynamic.

`int A[] = { } ... dynamic.`

2D Array

int A[3][4] = {{1,2,3,4}, {5,6,7,8}, {9,10,11,12}}

| A | 0 | 1 | 2 | 3 |
|---|---|----|----|----|
| | 1 | 2 | 3 | 4 |
| | 5 | 6 | 7 | 8 |
| | 9 | 10 | 11 | 12 |

it will have 12 elements in memory like a oneD array

memory representation -



When we need to store data in a tabular form then we might need to use multidimensional array. (2D array)

multidimensional array basically means array of arrays.

for accessing elements in two D array we need to use nested loop. (for loop)

10/6/25

Array ADT

→ Abstract data type - Representation of data and operations on that data.

Array is a basic data structure provided by almost every ~~data~~ structure - programming language. And its representation is done by ~~itself~~ compiler. But operations are user defined.

Representations

- ① Array Space
- ② Size
- ③ length (no of elements)

Operations on ADT

- ① Display
- ② Add (n) / append (n)
- ③ Insert (index x)
- ④ Delete (index)
- ⑤ Search (x)
- ⑥ Get (index)
- ⑦ Set (index : x)
- ⑧ max () / min ()
- ⑨ Reverse ()
- ⑩ Shift () / Rotate ()

① Display - Traversing through the array with a for loop.

② Add (n) / Append (n) → It means adding an array ~~with~~ with last few stages of an array.

Time complexity $O(1)$

Constant

size of an array is the total size,
length of an array is how many elements are present

- # Insert → Insert operation takes index and elements. This means inserting an element at a given index.

| | | | | | | | | | | |
|---|---|---|---|---|----|----|----|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | | |
| 1 | 2 | 5 | 6 | 9 | 11 | 14 | 15 | 1 | 1 | 1 |

Suppose we want to insert element at index 3 where 6 is present, then we need shift the elements to right side.

for ($i = \text{length} - 1$; $i > \text{index}$; $i--$)

$$A[i] = A[i-1]$$

}

Time complexity - Two operations -

→ Shifting — $O(n)$

→ Inserting — $O(1)$

min $O(1)$

max $(O(n))$

— o —

Delete Element

operation to perform when deleting from array with a specific index.

- deleting the element — array [2] — 1
- Shifting the element if its middle element — $O(n)$
- decreasing the length of the array — 1

Best case time of deleting an element - O(1)
Worst case time ($O(n)$)

Searching methods in an array -

→ There are two search methods in array

- ① Linear search
- ② Binary search

| | | | | | | | | | | |
|---|---|---|---|---|---|---|----|----|----|---|
| A | 8 | 9 | 4 | 7 | 6 | 3 | 10 | 15 | 14 | 2 |
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

For searching an element should be unique
there should not be any duplicate elements.

Usually the result of a search in the
Associative when the element is found, are
return with under.

When we are searching we need to take
care of two things.

Successful search - when the element
is found

unsuccessful - when the element is
not found.

→ Linear Search →

Traversing through the array and find if the key element is present.

Time complexity -

for successful search $\rightarrow \begin{cases} \text{min } O(1) & -\text{best} \\ \text{max } O(n) & -\text{worst} \end{cases}$

unsuccessful search $O(n)$ (maximum)

Improvement in linear search -

- ① Transposition
- ② Move its front / head.