



PROGRAMMINGS SKILLS II

~ ANURUDDHA ABEYSINGHE

Lecture 09

Foundation Certificate in IT – Curtin Batch

ARRAYS

LECTURE 09

WHY WE NEED OF AN ARRAY?

Age → 10 , 20 , 25 , 35 , 50

Initialize the data

```
int age1 = 10;  
int age2 = 20;  
int age3 = 25;  
int age4 = 35;  
int age5 = 50;
```

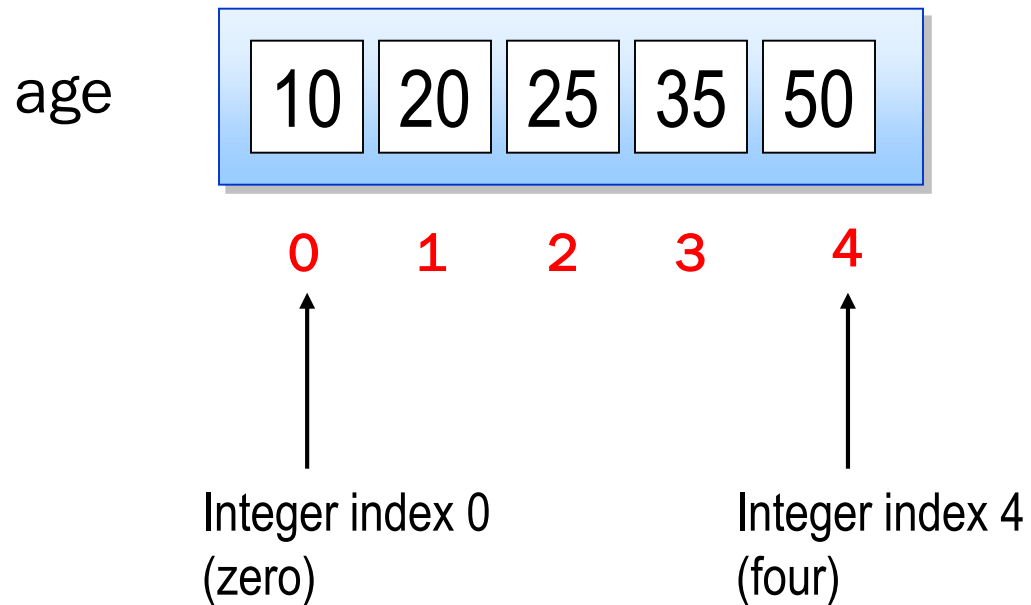
Print the data

```
Console.WriteLine(age1);  
Console.WriteLine(age2);  
Console.WriteLine(age3);  
Console.WriteLine(age4);  
Console.WriteLine(age5);
```

This method may fine with less number of data. But think about 100 data?? 1000 data??

WHAT IS AN ARRAY?

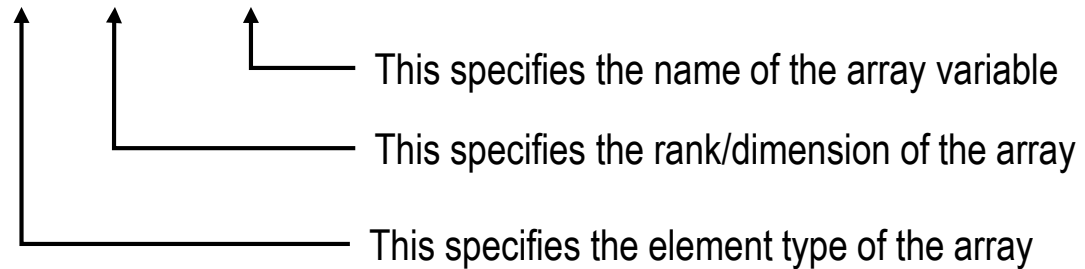
- An array is a sequence of elements
 - All elements in an array have the **same data type**
 - Individual elements are accessed using integer indexes



ARRAY NOTATION IN C#

- You declare an array variable by specifying:
 - The element **type of the array**
 - The **rank/dimension** of the array
 - The **name** of the variable

```
type[ ] name;
```



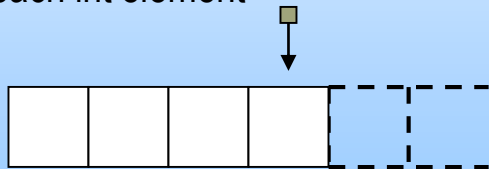
ARRAY RANK

- Rank is also known as the array dimension
- The number of indexes associated with each element

One - Dimension Array

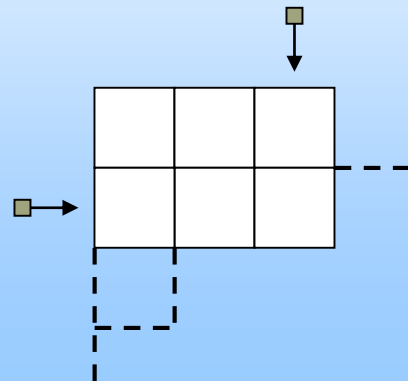
```
int[ ] oneD;
```

Rank 1: One-dimensional
Single index associates with
each int element



Two - Dimension Array

```
int[,] twoD;
```



CHECKING ARRAY BOUNDS

- All array access attempts are bounds checked
 - A bad index throws an `IndexOutOfRangeException`
 - Use the **Length** property and the **GetLength** method

oneD -----

--	--	--	--	--	--

`oneD.GetLength(0)==6`

`oneD.Length==6`

twoD -----

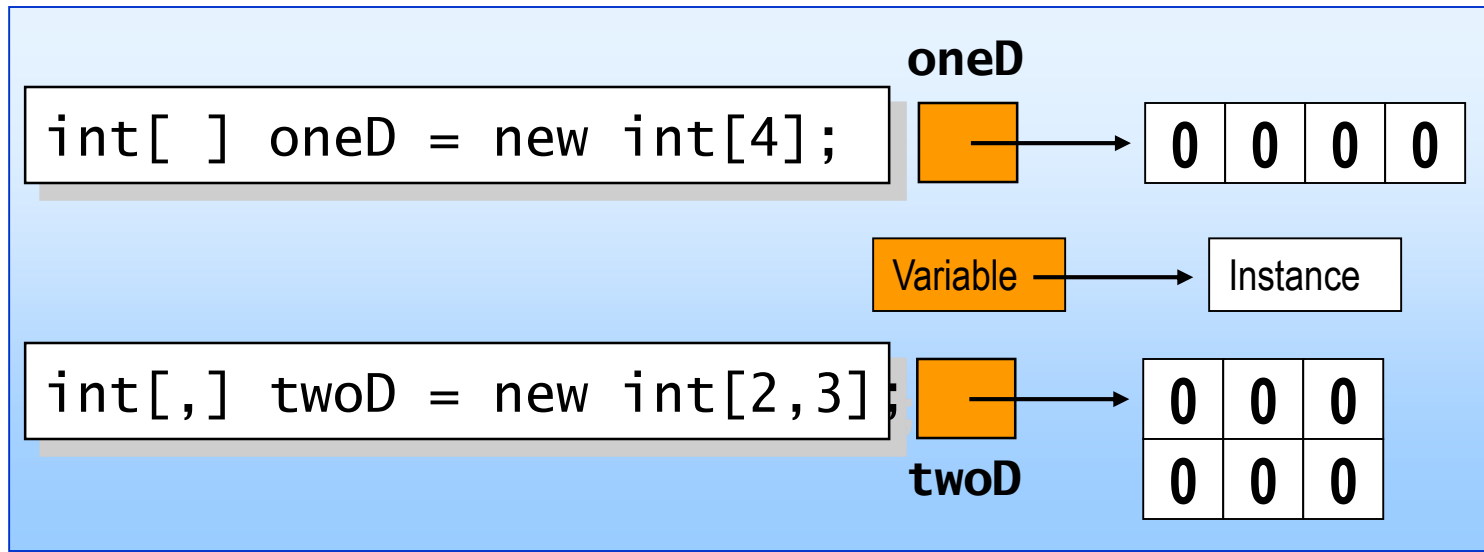
`twoD.GetLength(0)==2`

`twoD.GetLength(1)==4`

`twoD.Length==8`

CREATING ARRAY INSTANCES

- Declaring an array variable does not create an array!
 - You must use **new** to explicitly create the array instance
 - Array elements have an implicit default value of zero



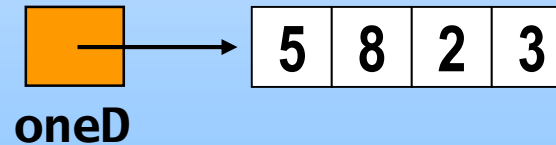
INITIALIZING ARRAY ELEMENTS

- The elements of an array can be explicitly initialized
 - You can use a convenient shorthand

```
int[ ] oneD = new int[4] {5, 8, 2, 3};
```

```
int[ ] oneD = {5, 8, 2, 3};
```

← Equivalent



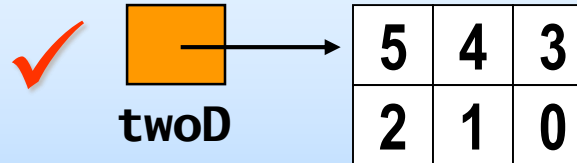
INITIALIZING MULTIDIMENSIONAL ARRAY ELEMENTS

- You can also initialize multidimensional array elements
 - All elements must be specified

```
int[,] twoD = {  
    {5, 4, 3},  
    {2, 1, 0}  
};
```

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

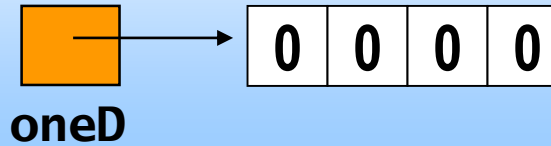
← Implicitly a new int[2,3] array



✗

ARRAY PROPERTIES

```
int[ ] oneD = new int[4];
```



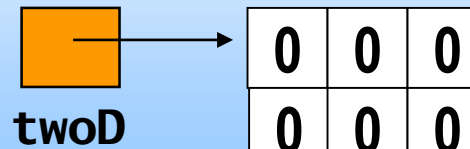
`oneD.Rank`

1

`oneD.Length`

4

```
int[,] twoD = new int[2,3];
```



`twoD.Rank`

2

`twoD.Length`

6

USING ARRAYS WITH FOREACH

- The foreach statement abstracts away many details of array handling

```
int[] arr = new int[4] {2,5,7,8};
```

```
foreach (int i in arr)  
{  
    Console.WriteLine(i);  
}
```

Output: 2
5
7
8

ARRAY METHODS

- Commonly used methods
 - **Sort** – sorts the elements in an array of rank 1
 - **Clear** – sets a range of elements to zero or **null**
 - **GetLength** – returns the length of a given dimension
 - **IndexOf** – returns the index of the first occurrence of a value

THANK YOU

SEE YOU ON
NEXT WEEK