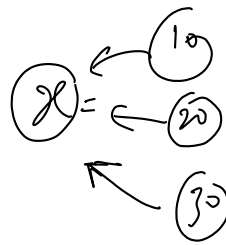
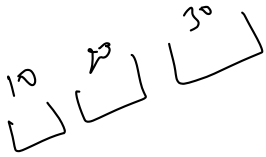


data type `int` `x = 10;` literal

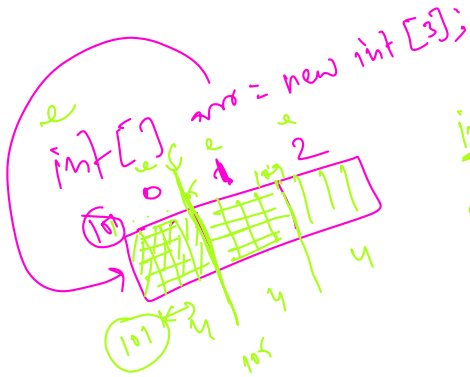
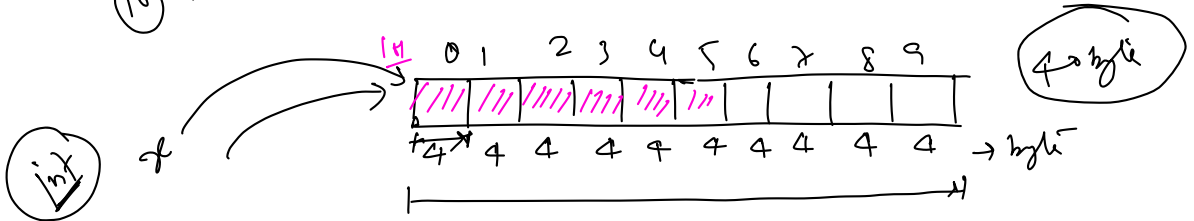
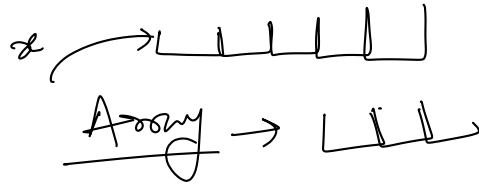


`int x = 10;`
`x = 20;`
`x = 20`



`10, 20, 30`

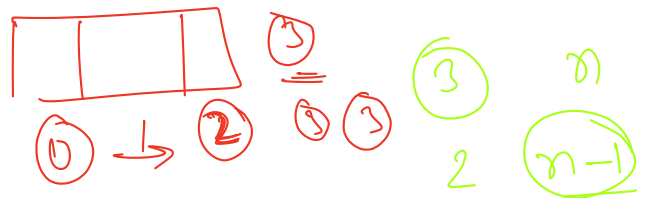
`int` - 4 byte
 $10 \times 4 = 40 \text{ byte}$



`int x` add
 $\rightarrow 4 \text{ byte}$

`int[]` add of array `new int[10];`
 create array with the size 10
 allocate a fresh memory

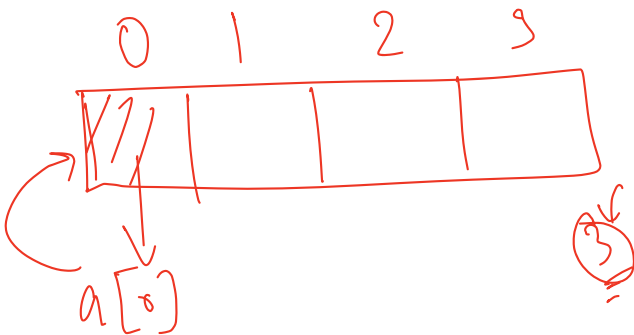
$101 + 0 \times 4 = 101 + 0$
 $101 + 1 \times 4 = 105$
 $101 + 2 \times 4 = 109$
 $101 + 3 \times 4 = 113$



1 2 3
 0 1 2 3

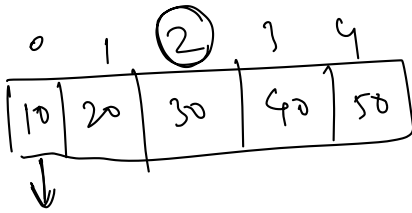
`n-1`

`(1-1) (2-1) (3-1)`
 0 1 2



`4` 8m

index



① fetch, update
↳ index

① 0 to (n-1)

0 to (n-1)

① int[] a = new int[5];

Size = 5

0, 1, 2, 3, 4 → index

• x[2]

output will be value stored at the index 2

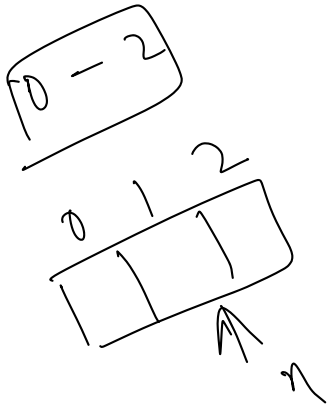
(-ve)

①

< 0 , > n-1

// Array Index Out of bounds
Exception

runtime



a[3]

a[-1] =

① A[] = {1, 2, 3, 4, 5, 6};

print all elements of this array.

① access / fetch

a / int[] arr = {1, 2, 3, 4, 5, 6}; // Size = 6
only at the time of declaration.

→ `int[] arr = new int[6];` // Ex-2

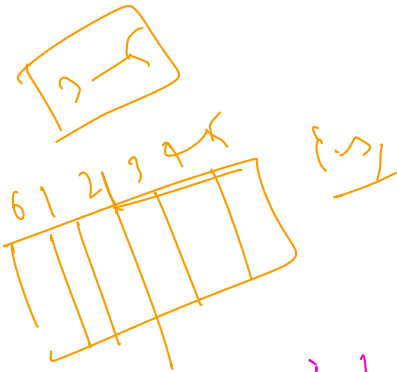
→ ~~`arr = {1, 2, 3, 4, 5, 6};`~~ X

`arr[0] = 1;`

`arr[1] = 2;`

⋮

`arr[5] = 6;`



`int[] arr = {1, 2, 3, 4, 5, 6};` // ⑥

// 6-1 = 5

index `0 — 5` `i <= 5` `i < 6`

`for (int i = 0; i <= 6; i++) {`
`int v = arr[i];`

`sep(v);` // 2

~~Array~~ ⑥

① `arr[0]`
 ② `arr[1]`
 ⋮
`i`

~~`Arrays.toString(arr)`~~

`Arrays.toString(arr)`

`Arrays.toString(arr);`

`sep(Arrays.toString(arr));`

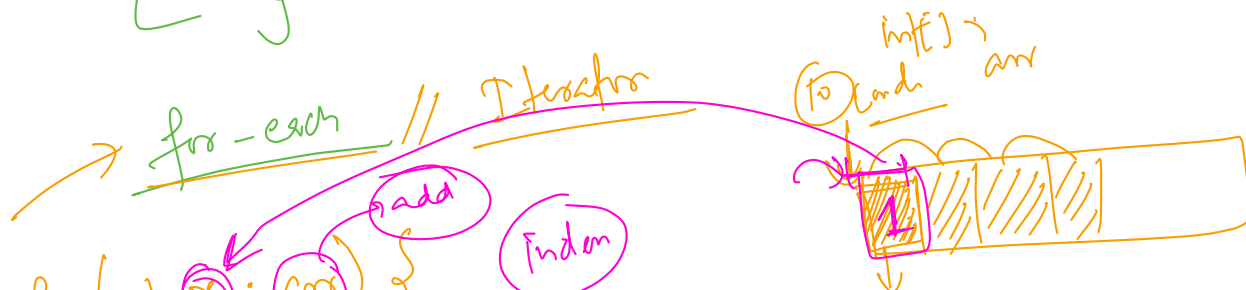
`sep(Arrays.deepToString(arr));`

in

①
 ②
 ③

for(int i=0; i < arr.length; i++) {
 sop(arr[i]);
 }

for



for(int i: arr) {

sop(n);

int[] arr = {0, 2, 3, 1};

for(int i: arr) { // 4 times

- ①
- ②
- ③
- ④

}

int[] arr = {17, 21, 30, 31, 35}

for(int i: arr) {

i = 30

sop(i); // 17, 21, 30

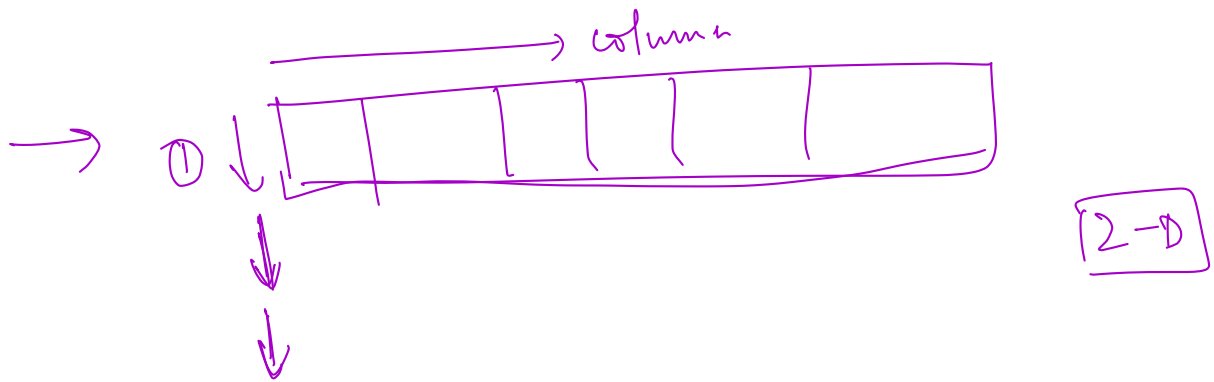
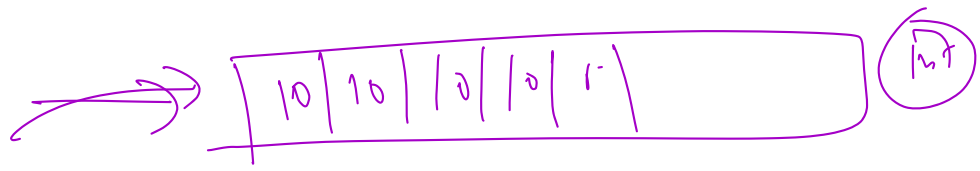
index control

index

Array Index of Bound

0 5

// Array of 0 index



①

int[][] arr = new int[6][];

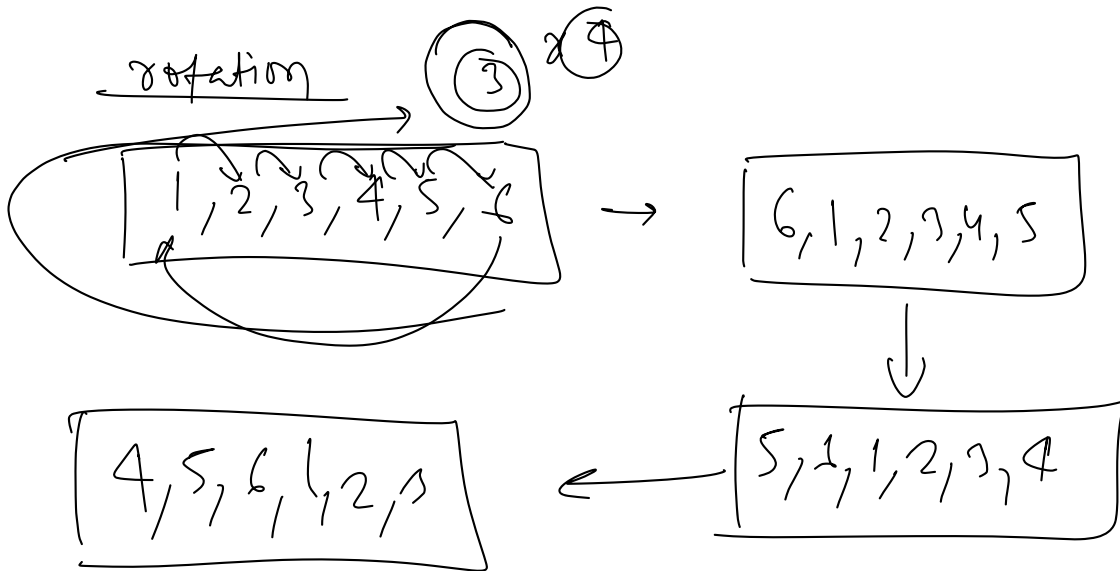
int[][] arr = new int[2][3];

2D

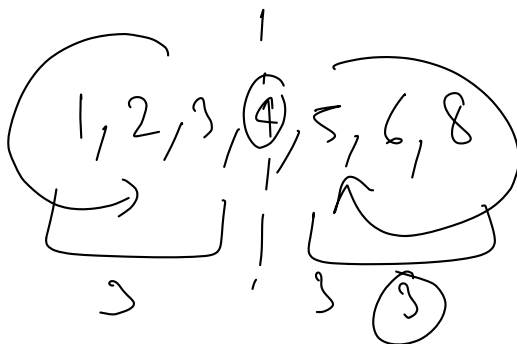
row column

row = 2
column = 3

②



③



Half array

②

	1	2	3	4	5	6	7	8
	<u>0</u>	<u>1</u>		<u>3</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>
	1	2	3	4	5	6	7	8
	9							

③ - odd number

odd open

	0	1	2	3	4	5	6	7	8
	1	8	3	2	5	4	7	6	9

↓

	1	6	3	8	5	2	7	4	9
--	---	---	---	---	---	---	---	---	---

