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Pre-Lab

1. The first subscript of every array in C++ is 0 and the last is one less than the total number of locations in the array.
2. The amount of memory allocated to an array is based on the data type and the number of locations or size of the array
3. Array initialization and processing is usually done inside a loop
4. The typedef statement is used to declare array type and is often used for multidimensional array declarations so when passing arrays as parameters, brackets do not need to be used.
5. Multidimensional arrays are usually processed inside nested loops.
6. Arrays used as arguments are always passed by pointer.
7. In passing an array as a parameter of a function that processes it, it is often necessary to pass a parameter that holds the number of elements used in the array.
8. A string is an array of characters.
9. Upon exiting a loop that reads values into an array, the variable used as a index to the array will contain the size of that array.
10. An n-dimensional array will be processed within n nested loops when accessing all members of the array.