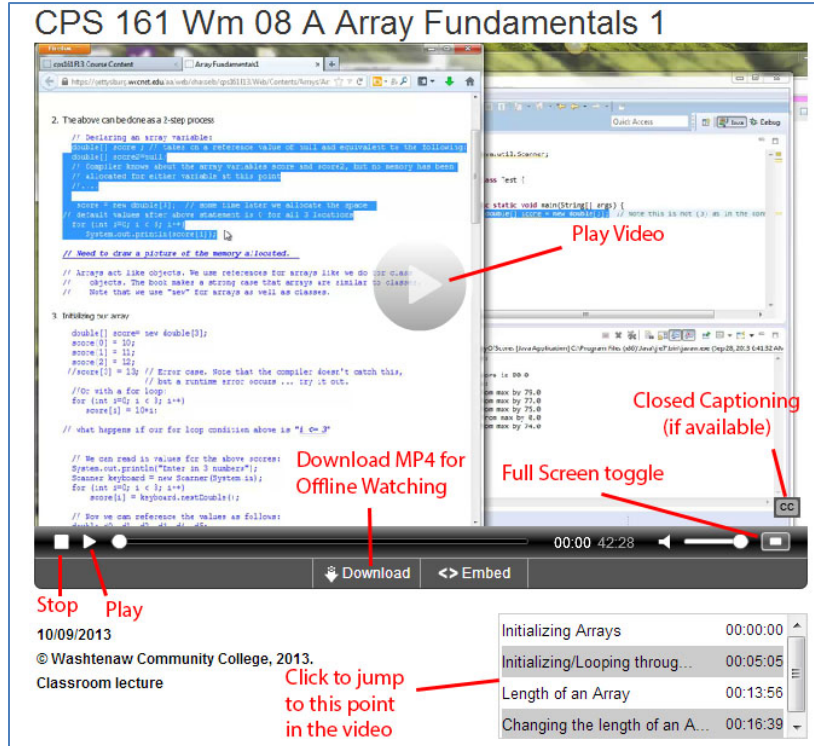


## VIDEO LECTURE OVERVIEW AND FEATURES

**CPS 161 Wm 08 A Array Fundamentals 1**



2. The above can be done as a 1-step process:

```
// Declaring an array variable:
double[] scores; // Tells the compiler to allocate memory for the following
double[] scores = new double[10]; // Tells the compiler to allocate memory for the following
// Compiler knows about the array variables above and below, but no memory has been
// allocated for either variable at this point.
// ...
// Need to draw a picture of the memory allocated.
// Arrays are like objects. We use references for arrays like we do for class
// objects. The book makes a strong case that arrays are similar to classes.
// Note that we use "new" for arrays as well as classes.
```

3. Initializing an array

```
double[] scores = new double[10];
scores[0] = 10;
scores[1] = 11;
scores[2] = 12;
scores[3] = 13; // Error case. Note that the compiler doesn't catch this,
// but a runtime error occurs ... it's out.
// ...
// We can read in values for the above scores:
System.out.println("Enter in 10 numbers");
Scanner keyboard = new Scanner(System.in);
for (int i=0; i < 10; i++)
    scores[i] = keyboard.nextDouble();
// Now we can reference the values as follows:
```

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Classroom lecture

Initializing Arrays	00:00:00
Initializing/Looping through...	00:05:05
Length of an Array	00:13:56
Changing the length of an A...	00:16:39

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