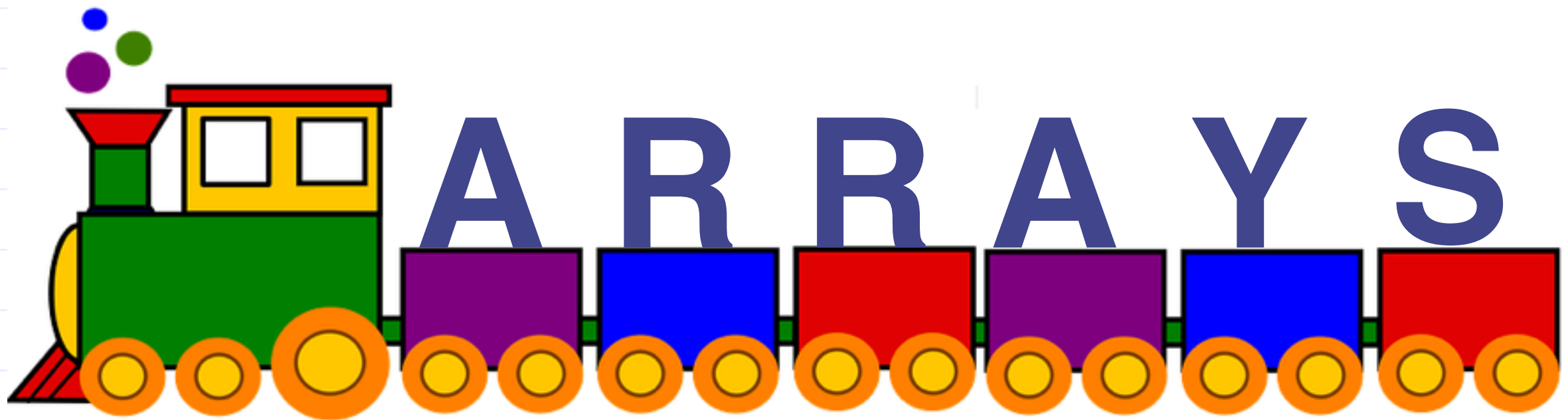


ESC101: Introduction to Computing



```
include <stdio.h>
```

```
int main () {
```

```
    int i;
```

```
    int a[5];
```

```
    for (i=0; i < 5; i= i+1) {
```

```
        a[i] = i+1;
```

```
        printf("%d", a[i]);
```

```
    }
```

```
    return 0;
```

```
}
```

i

a[0]

a[1]

a[2]

a[3]

a[4]

The program defines an integer variable called *i* and an integer array with name *a* of size 5

This is the notation used to address the elements of the array.

➤ The variable *i* is being used as an "index" for *a*.

➤ Similar to the math notation a_i

Practice Problem

◆ Write a program to read in an array of 5 integers.
Compute and print the running total of the integers.

◆ Input: 3 1 5 2 9

◆ Output: 3 4 9 11 20

Solution for Practice problem

```
#include <stdio.h>
int main()
{
    int arr[5];
    //read input
    for(int i=0; i<5; i++)
        scanf("%d", &arr[i]);

    //compute running total
    for(int i=1; i<5; i++)
        arr[i] = arr[i-1]+arr[i];

    //obtain output
    for(int i=0; i<5; i++)
        printf("%3d", arr[i]);

    printf("\n");
    return 0;
}
```

Practice Problem

◆ Write a program to read in an array of 5 integers and do a one element rotation of the input array.

◆ Input: 3 1 5 2 9

◆ Output: 1 5 2 9 3

Solution for Practice problem

```
#include <stdio.h>
int main()
{
    int arr[5], tmp;

    for(int i=0; i<5; i++)
        scanf("%d",&arr[i]);

    for(int i=0;i<5;i++)
        printf("%d ",arr[i]);
    printf("\n");
    return 0;
}
```

i

a[0]

a[1]

a[2]

a[3]

a[4]

0

3

1

5

2

9

Solution for Practice problem

```
#include <stdio.h>
int main()
{
    int arr[5], tmp;

    for(int i=0; i<5; i++)
        scanf("%d",&arr[i]);

    tmp =arr[0];

    for(int i=0;i<5;i++)
        printf("%d ",arr[i]);
    printf("\n");
    return 0;
}
```

tmp

3

a[0]

3

a[1]

1

a[2]

5

a[3]

2

a[4]

9

Solution for Practice problem

```
#include <stdio.h>
int main()
{
    int arr[5], tmp;

    for(int i=0; i<5; i++)
        scanf("%d",&arr[i]);

    tmp =arr[0];
    for(int i=1; i<5; i++)
        arr[i-1]=arr[i];

    for(int i=0;i<5;i++)
        printf("%d ",arr[i]);
    printf("\n");
    return 0;
}
```

tmp

3

a[0]

1

a[1]

5

a[2]

2

a[3]

9

a[4]

9

Solution for Practice problem

```
#include <stdio.h>
int main()
{
    int arr[5], tmp;

    for(int i=0; i<5; i++)
        scanf("%d",&arr[i]);

    tmp =arr[0];
    for(int i=1; i<5; i++)
        arr[i-1]=arr[i];
    arr[4]=tmp;

    for(int i=0;i<5;i++)
        printf("%d ",arr[i]);
    printf("\n");
    return 0;
}
```

tmp

3

a[0]

1

a[1]

5

a[2]

2

a[3]

9

a[4]

3

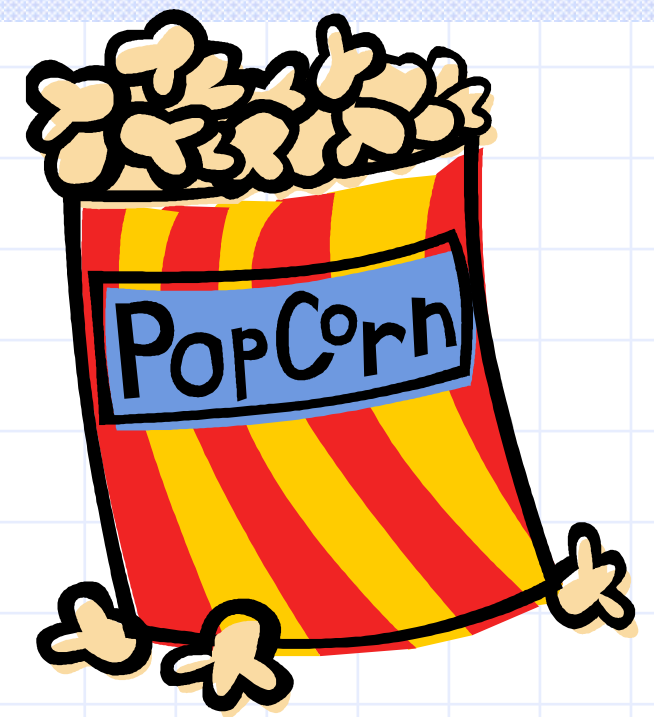
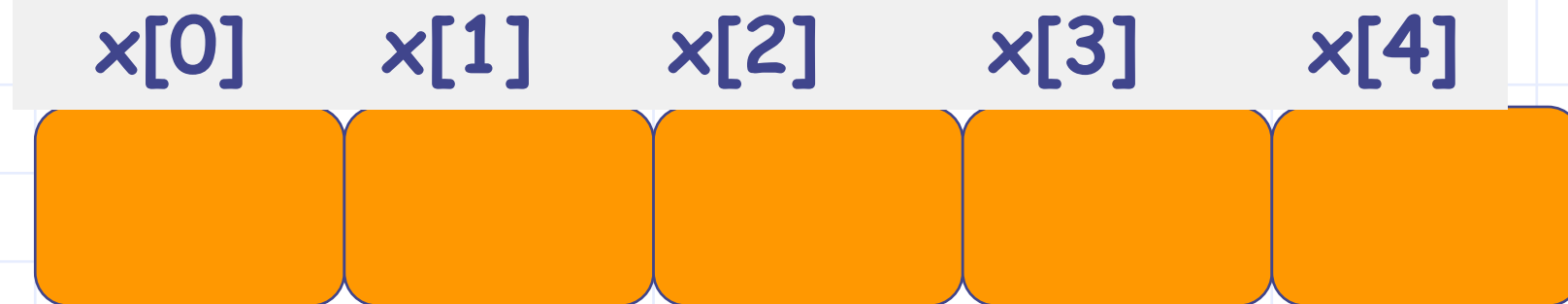
Mind the size(of array)

Consider
program
fragment:

```
int main() {  
    int x[5];  
    ...  
}
```

This defines an integer
array named `x` of size 5.

Five integer variables named
`x[0]` `x[1]` ... `x[4]` are
allocated.



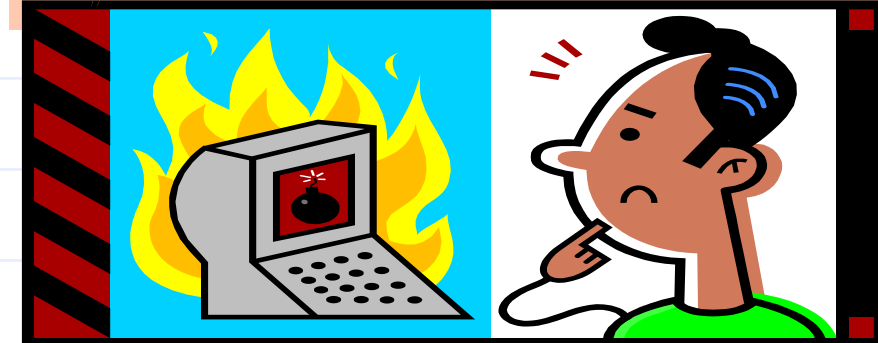
The variables `x[0]`, `x[1]` ... `x[4]` are integers,
and can be assigned and operated upon like
integers! OK, so far so good!

But what about `x[5]`, `x[6]`, ... `x[55]`?

Can I assign to `x[5]`, increment it, etc.?

Why? `x[5]`, `x[6]`, and so on are undefined. These are names
but no storage has been allocated. Shouldn't access them!

**NO! Program may
crash!**



Q: Shouldn't I or couldn't I access array elements outside of the array range declared?

Ans: You can but shouldn't. Program may crash.



```
int main() {  
    int x[5];  
    x[0] = 0;  
    x[1] = 1;  
    ...  
    x[4] = 4;  
  
    x[5] = 5;  
    x[6] = 6;  
}
```

All good



Both these statements are not

recommended.

Will it compile? Yes, it will compile. C compiler may give a warning.

But, upon execution, the program may give "segmentation fault: core dumped" error or it may also run correctly and without error.

Practice Problem

◆ Write a program to read in an array of 5 floating point numbers. Compute its mean and compute the difference of each element from its mean.

◆ Input: 3 1 5 2 9

◆ Output: -2.00 -3.00 1.00 -2.00 5.00

Solution for Practice problem

```
#include <stdio.h>

int main()
{
    float arr[5];
    float sum=0, mean;
    for(int i=0; i<5; i++)
    {
        scanf("%f",&arr[i]);
        sum=sum+arr[i];
    }

    mean=_____;
    for(int i=0; i<5; i++)
    {
        arr[i] = _____;
        printf("%.2f ",arr[i]);
    }
    return 0;
}
```

Solution for Practice problem

```
#include <stdio.h>

int main()
{
    float arr[5];
    float sum=0, mean;
    for(int i=0; i<5; i++)
    {
        scanf("%f",&arr[i]);
        sum=sum+arr[i];
    }

    mean=sum/5;
    for(int i=0; i<5; i++)
    {
        arr[i] = mean;
        printf("%.2f ",arr[i]);
    }
    return 0;
}
```

Solution for Practice problem

```
#include <stdio.h>

int main()
{
    float arr[5];
    float sum=0, mean;
    for(int i=0; i<5; i++)
    {
        scanf("%f",&arr[i]);
        sum=sum+arr[i];
    }

    mean=sum/5;
    for(int i=0; i<5; i++)
    {
        arr[i] = arr[i]-mean;
        printf("%.2f ",arr[i]);
    }
    return 0;
}
```

Array example: print backwards

Problem:

Define a character array of size 100 (upper limit) and read the input character by character and store in the array until either

- 100 characters are read or
- EOF (End Of File) is encountered

Now print the characters backwards from the array.

Example Input 1

Me or
Moo

Output 1

ooM
ro eM

Example Input 2

Eena Meena Dika

Output 2

akiD aneeM aneE

Read and print in reverse

1. We will design the program in a top down fashion, using the main() function.
2. There will be two parts to main: read_into_array and print_reverse.
3. read_into_array will read the input character-by-character up to 100 characters or until the end of input.
4. print_reverse will print the characters in reverse.

Overall design

```
int main() {  
    char s[100]; /* to hold the input */  
    /* read_into_array */  
    /* print_reverse */  
    return 0;  
}
```

Let us design the program fragment read_into_array.

Keep the following variables:

1. int count to count the number of characters read so far.
2. int ch to read the next character using getchar().

Note that getchar() has prototype **int getchar()** since getchar() returns all the 256 characters and the **integer EOF**

```
int ch;  
int count = 0;  
read the next character into ch using getchar();  
while (ch is not EOF AND count < 100) {  
    s[count] = ch;  
    count = count + 1;  
    read the next character into ch using getchar();  
}
```

An initial design (pseudo-code)

```

int ch;
int count = 0;
read the next character into ch using getchar();
while (ch is not EOF AND count < 100) {
    s[count] = ch;
    count = count + 1;
    read the next character into ch using getchar();
}

```

initial design
pseudo-code

Overall design

```

int ch;
int count = 0;
ch = getchar();
while ( ch != EOF && count < 100) {
    s[count] = ch;
    count = count + 1;
    ch = getchar();
}

```

```

int main() {
    char s[100];
    /* read_into_array */
    /* print_reverse */
    return 0;
}

```

Translating the read_into_array
pseudo-code into code.

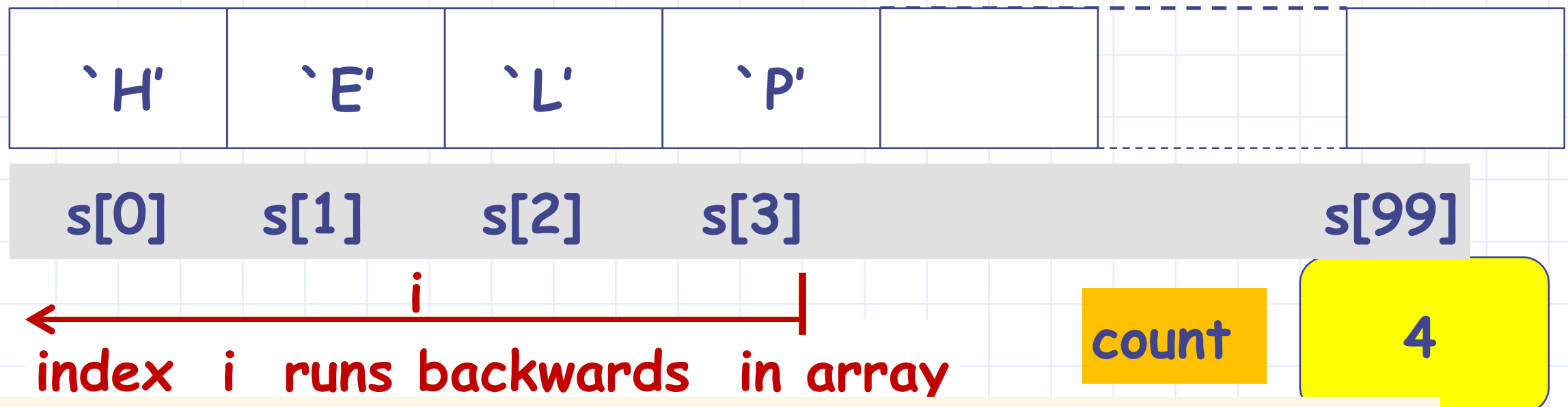
What is the value of
count at the end of
read_into_array?

Now let us design the code fragment **print_reverse**

Suppose input is

HELP<eof>

The
array
char
s[100]



```
int i;
```

```
set i to the index of last character read.
```

```
while (i >= 0) {
```

```
    print s[i]
```

```
    i = i-1;    /* shift array index one to left */
```

```
}
```

PSEUDO CODE

The
array
char
s[100]



i
← index i runs backwards in array

count

4

```
int i;  
set i to index of the last character read.
```

```
while (i >= 0) {  
    print s[i]  
    i = i-1;  
}
```

PSEUDO
CODE

Translating pseudo code to C
code: print_reverse

```
int i;
```

```
i = count-1;
```

```
while (i >=0) {  
    putchar(s[i]);  
    i=i-1;  
}
```

Code for printing
characters read in
array in reverse

Putting it together



Overall design

```
int main() {  
    char s[100];  
    /* read_into_array */  
    /* print_reverse */  
    return 0;  
}
```

The code fragments we have written so far.

```
int count = 0;  
int ch;  
ch = getchar();  
while ( ch != EOF && count < 100) {  
    s[count] = ch;  
    count = count + 1;  
    ch = getchar();  
}
```

read_into_array code.

```
int i;  
i = count-1;  
while (i >= 0) {  
    putchar(s[i]);  
    i=i-1;  
}
```

print_reverse code

```
#include <stdio.h>
```

```
int main() {
```

```
    char s[100];
```

```
    int count = 0;
```

```
    int ch;
```

```
    int i;
```

```
    /* the array of 100 char */
```

```
    /* counts number of input chars read */
```

```
    /* current character read */
```

```
    /* index for printing array backwards */
```

```
    ch = getchar();
```

```
    while ( ch != EOF && count < 100) {
```

```
        s[count] = ch;
```

```
        count = count + 1;
```

```
        ch = getchar();
```

```
    }
```

```
    /*read_into_array */
```

```
    i = count-1;
```

```
    while (i >=0) {
```

```
        putchar(s[i]);
```

```
        i=i-1;
```

```
    }
```

```
    /*print_in_reverse */
```

```
    return 0;
```

```
}
```



Putting code
together

```
#include <stdio.h>
```

```
int main() {
```

```
    char s[100];
```

```
    int count = 0;
```

```
    int ch;
```

```
    int i;
```

```
    while ( (ch=getchar()) != EOF &&  
            count < 100 )
```

```
    {  
        s[count] = ch;  
        count = count + 1;  
    }
```

```
    i = count-1;
```

```
    while (i >=0) {  
        putchar(s[i]);  
        i=i-1;  
    }
```

```
    return 0;
```

```
}
```

```
/*read_into_array */
```

Neat trick!

```
/*print_in_reverse */
```

