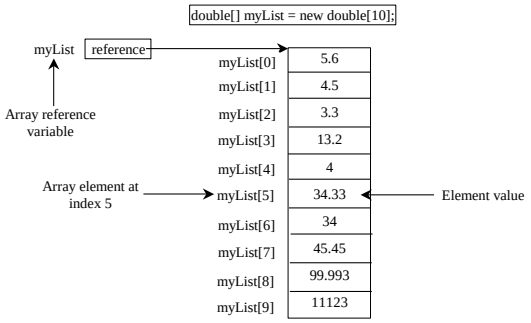
Lecture 5
Chapter 7
Arrays

Opening Problem

Read one hundred numbers, compute their average, and find out how many numbers are above the average.

Introducing Arrays

- Array is a data structure that represents a collection of the same types of data.



Declaring Array Variables

- Syntax - 1:

```
datatype[] arrayRefVar;
```

- Example:

```
double[] myList;
```

- Syntax - 2:

```
datatype arrayRefVar[]; // This style is allowed, but not preferred
```

- Example:

```
double myList[];
```

Creating Arrays

```
arrayRefVar = new datatype[arraySize];
```

Example:

```
myList = new double[10];
```

`myList[0]` references the first element in the array.

`myList[9]` references the last element in the array.

Declaring and Creating in One Step

- ```
  datatype[] arrayRefVar = new
     datatype[arraySize];
  ```

  ```
  double[] myList = new double[10];
  ```

- ```
  datatype arrayRefVar[] = new
    datatype[arraySize];
  ```

  ```
  double myList[] = new double[10];
  ```


The Length of an Array

- Once an array is created, its size is fixed. It cannot be changed. You can find its size using

  ```
  arrayRefVar.length();
  ```

- For example,

  ```
  myList.length(); // returns 10
  ```


Default Values

- When an array is created, its elements are assigned the default value of
  - 0 for the numeric primitive data types,
  - '\u0000' for char types, and
  - false for boolean types.

Indexed Variables

- The array elements are accessed through the index.
- The array indices are *0-based*, i.e., it starts from 0 to arrayRefVar.length-1.
- In the example in Slide 3, myList holds ten double values and the indices are from 0 to 9.
- Each element in the array is represented using the following syntax, known as an *indexed variable*:

```
arrayRefVar[index];
```


Using Indexed Variables

- After an array is created, an indexed variable can be used in the same way as a regular variable.
- For example, the following code adds the value in myList[0] and myList[1] to myList[2].

```
myList[2] = myList[0] + myList[1];
```


Array Initializers

- Declaring, creating, initializing in one step:

```
double[] myList = {1.9, 2.9, 3.4, 3.5};
```

- This shorthand syntax must be in one statement.

Declaring, creating, initializing Using the Shorthand Notation

```
double[] myList = {1.9, 2.9, 3.4, 3.5};
```

This shorthand notation is equivalent to the following statements:

```
double[] myList = new double[4];
myList[0] = 1.9;
myList[1] = 2.9;
myList[2] = 3.4;
myList[3] = 3.5;
```

CAUTION

- Using the shorthand notation, you have to declare, create, and initialize the array all in one statement.
- Splitting it would cause a syntax error. For example, the following is wrong:

```
double[] myList;

myList = {1.9, 2.9, 3.4, 3.5};
```


Trace Program with Arrays

Declare array variable values, create an array, and assign its reference to values

```
public class Test {
  public static void main(String[] args) {
    int[] values = new int[5];
    for (int i = 1; i < 5; i++) {
      values[i] = i + values[i-1];
    }
    values[0] = values[1] + values[4];
  }
}
```

After the array is created

0	0
1	0
2	0
3	0
4	0

Trace Program with Arrays

i becomes 1

```
public class Test {
  public static void main(String[] args) {
    int[] values = new int[5];
    for (int i = 1; i < 5; i++) {
      values[i] = i + values[i-1];
    }
    values[0] = values[1] + values[4];
  }
}
```

After the array is created

0	0
1	0
2	0
3	0
4	0

Trace Program with Arrays

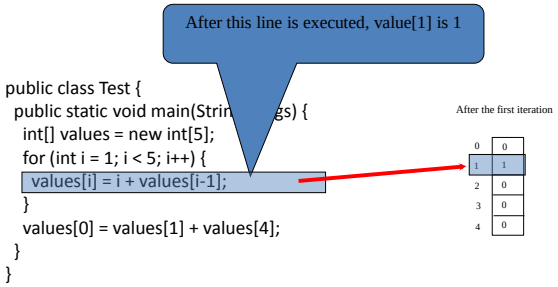
i (=1) is less than 5

```
public class Test {
  public static void main(String[] args) {
    int[] values = new int[5];
    for (int i = 1; i < 5; i++) {
      values[i] = i + values[i-1];
    }
    values[0] = values[1] + values[4];
  }
}
```

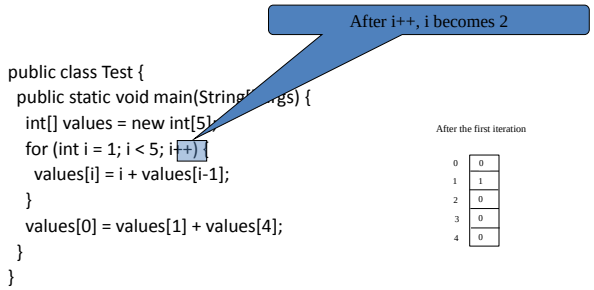
After the array is created

0	0
1	0
2	0
3	0
4	0

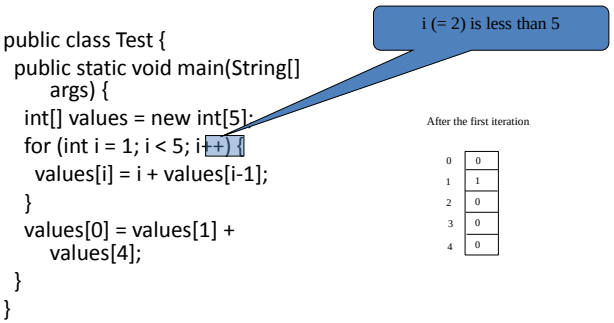
Trace Program with Arrays



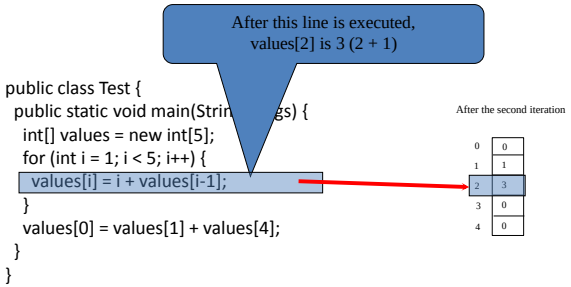
Trace Program with Arrays



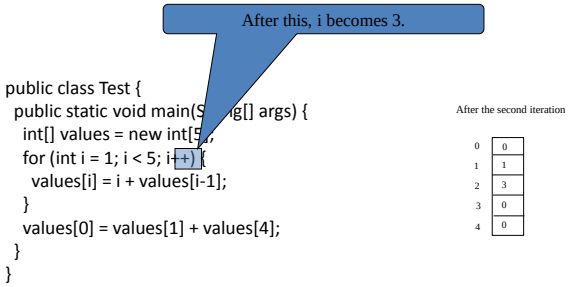
Trace Program with Arrays



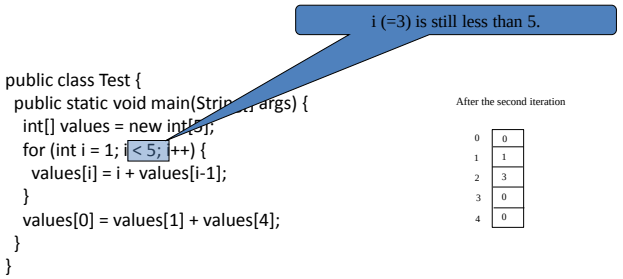
Trace Program with Arrays



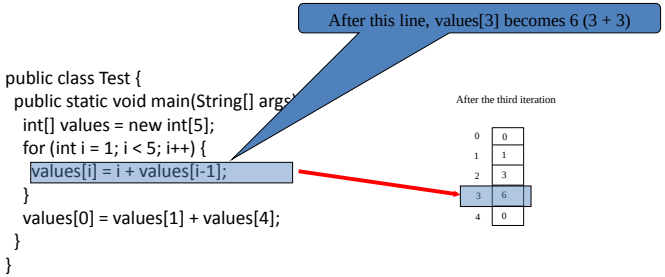
Trace Program with Arrays



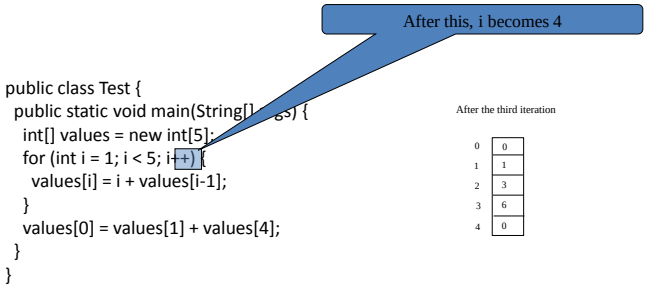
Trace Program with Arrays



Trace Program with Arrays



Trace Program with Arrays



Trace Program with Arrays

i (=4) is still less than 5

```
public class Test {
  public static void main(String[] args) {
    int[] values = new int[5];
    for (int i = 1; i < 5; i++) {
      values[i] = i + values[i-1];
    }
    values[0] = values[1] + values[4];
  }
}
```

After the third iteration

0	0
1	1
2	3
3	6
4	0

Trace Program with Arrays

After this, values[4] becomes 10 (4 + 6)

```
public class Test {
  public static void main(String[] args) {
    int[] values = new int[5];
    for (int i = 1; i < 5; i++) {
      values[i] = i + values[i-1];
    }
    values[0] = values[1] + values[4];
  }
}
```

After the fourth iteration

0	0
1	1
2	3
3	6
4	10

Trace Program with Arrays

After i++, i becomes 5

```
public class Test {
  public static void main(String[] args) {
    int[] values = new int[5];
    for (int i = 1; i < 5; i++) {
      values[i] = i + values[i-1];
    }
    values[0] = values[1] + values[4];
  }
}
```

After the fourth iteration

0	0
1	1
2	3
3	6
4	10

Trace Program with Arrays

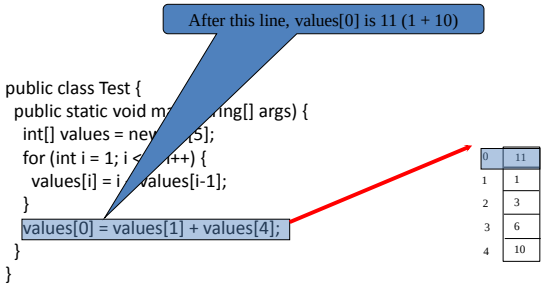
i (=5) < 5 is false. Exit the loop

```
public class Test {
  public static void main(String[] args) {
    int[] values = new int[5];
    for (int i = 1; i < 5; i++) {
      values[i] = i + values[i-1];
    }
    values[0] = values[1] + values[4];
  }
}
```

After the fourth iteration

0	0
1	1
2	3
3	6
4	10

Trace Program with Arrays



Processing Arrays

See the examples in the text.

1. (Initializing arrays with input values)
2. (Initializing arrays with random values)
3. (Printing arrays)
4. (Summing all elements)
5. (Finding the largest element)
6. (Finding the smallest index of the largest element)
7. (*Random shuffling*)
8. (*Shifting elements*)

Enhanced for Loop (for-each loop)

- JDK 1.5 introduced a new for loop that enables you to traverse the complete array sequentially without using an index variable. For example, the following code displays all elements in the array myList:

```
for (double value: myList)
  System.out.println(value);
```

- In general, the syntax is

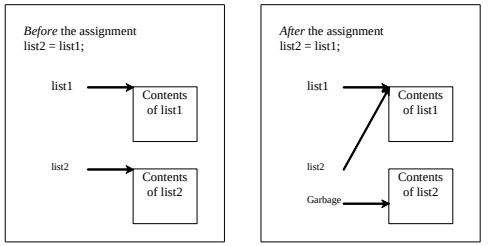
```
for (elementType value: arrayRefVar) {
  // Process the value
}
```

- You still have to use an index variable if you wish to traverse the array in a different order or change the elements in the array.

Copying Arrays

Often, in a program, you need to duplicate an array or a part of an array. In such cases you could attempt to use the assignment statement (=), as follows:

list2 = list1;



Copying Arrays

Using a loop:

```
int[] sourceArray = {2, 3, 1, 5, 10};
int[] targetArray = new
  int[sourceArray.length];

for (int i = 0; i < sourceArrays.length; i++)
   targetArray[i] = sourceArray[i];
```


The `arraycopy` Utility

```
arraycopy(sourceArray, src_pos,
  targetArray, tar_pos, length);
```

Example:

```
System.arraycopy(sourceArray, 0,
  targetArray, 0, sourceArray.length);
```


Passing Arrays to Methods

```
public static void printArray(int[] array) {
  for (int i = 0; i < array.length; i++) {
    System.out.print(array[i] + " ");
  }
}
```

Invoke the method

```
int[] list = {3, 1, 2, 6, 4, 2};
printArray(list);
```

Invoke the method

```
printArray(new int[]{3, 1, 2, 6, 4, 2});
```

Anonymous array

Anonymous Array

The statement

```
printArray(new int[]{3, 1, 2, 6, 4, 2});
```

creates an array using the following syntax: `new`

```
dataType[]{literal0, literal1, ..., literalk};
```

- There is no explicit reference variable for the array. Such array is called an *anonymous array*.

Pass By Value

- Java uses *pass by value* to pass arguments to a method. There are important differences between passing a value of variables of primitive data types and passing arrays.

• For a parameter of a primitive type value, the actual value is passed. Changing the value of the local parameter inside the method does not affect the value of the variable outside the method.

• For a parameter of an array type, the value of the parameter contains a reference to an array; this reference is passed to the method. Any changes to the array that occur inside the method body will affect the original array that was passed as the argument.

Simple Example

```
public class Test {
  public static void main(String[] args) {
    int x = 1; // x represents an int value
    int[] y = new int[10]; // y represents an array of int values

    m(x, y); // Invoke m with arguments x and y

    System.out.println("x is " + x);
    System.out.println("y[0] is " + y[0]);
  }

  public static void m(int number, int[] numbers) {
    number = 1001; // Assign a new value to number
    numbers[0] = 5555; // Assign a new value to numbers[0]
  }
}
```


Trace the reverse Method

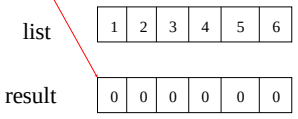
```
int[] list1 = {1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

public static int[] reverse(int[] list) {
  int[] result = new int[list.length];

  for (int i = 0, j = result.length - 1;
       i < list.length; i++, j--) {
    result[j] = list[i];
  }

  return result;
}
```

Declare result and create array



Trace the reverse Method, cont.

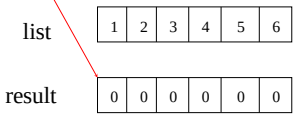
```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

public static int[] reverse(int[] list) {
  int[] result = new int[list.length];

  for (int i = 0, j = result.length - 1;
       i < list.length; i++, j--) {
    result[j] = list[i];
  }

  return result;
}
```

i = 0 and j = 5



Trace the reverse Method, cont.

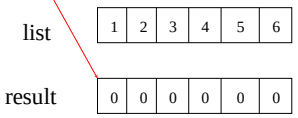
```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

i (= 0) is less than 6



Trace the reverse Method, cont.

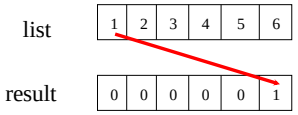
```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

i = 0 and j = 5
Assign list[0] to result[5]



Trace the reverse Method, cont.

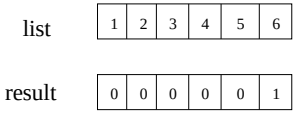
```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

After this, i becomes 1 and j becomes 4



Trace the reverse Method, cont.

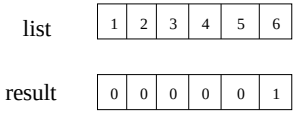
```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

i (=1) is less than 6



Trace the reverse Method, cont.

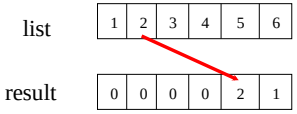
```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

i = 1 and j = 4
Assign list[1] to result[4]



Trace the reverse Method, cont.

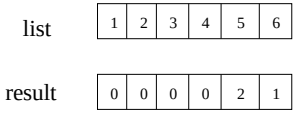
```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

After this, i becomes 2 and
j becomes 3



Trace the reverse Method, cont.

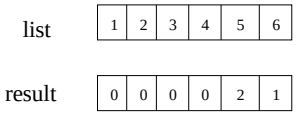
```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

i (=2) is still less than 6



Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

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    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```
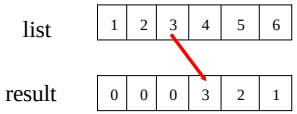
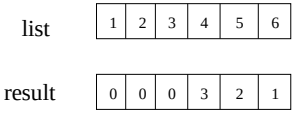

i = 2 and j = 3
Assign list[i] to result[j]



Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

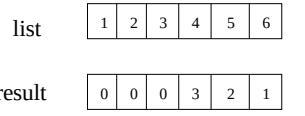
After this, i becomes 3 and j becomes 2



Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

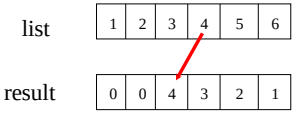
i (=3) is still less than 6



Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

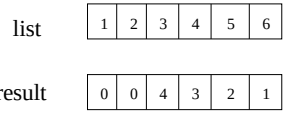
i = 3 and j = 2
Assign list[i] to result[j]



Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

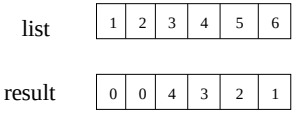
After this, i becomes 4 and j becomes 1



Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

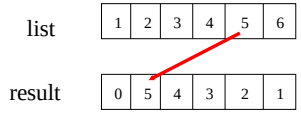
i (=4) is still less than 6



Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

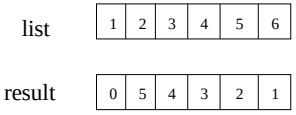
i = 4 and j = 1
Assign list[i] to result[j]



Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

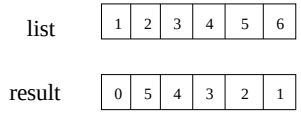
After this, i becomes 5 and j becomes 0



Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);

  public static int[] reverse(int[] list) {
    int[] result = new int[list.length];

    for (int i = 0, j = result.length - 1;
         i < list.length; i++, j--) {
      result[j] = list[i];
    }

    return result;
  }
```

i (=5) is still less than 6

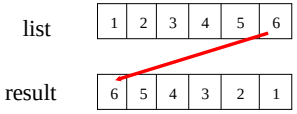


Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);
```

```
public static int[] reverse(int[] list) {
  int[] result = new int[list.length];

  for (int i = 0, j = result.length - 1;
       i < list.length; i++, j--) {
    result[j] = list[i];
  }

  return result;
}
```

i = 5 and j = 0
Assign list[i] to result[j]

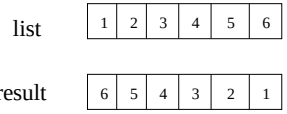


Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);
```

```
public static int[] reverse(int[] list) {
  int[] result = new int[list.length];

  for (int i = 0, j = result.length - 1;
       i < list.length; i++, j--) {
    result[j] = list[i];
  }

  return result;
}
```

After this, i becomes 6 and
j becomes -1

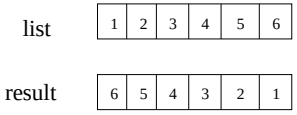


Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);
```

```
public static int[] reverse(int[] list) {
  int[] result = new int[list.length];

  for (int i = 0, j = result.length - 1;
       i < list.length; i++, j--) {
    result[j] = list[i];
  }

  return result;
}
```

i (=6) < 6 is false. So exit the loop.

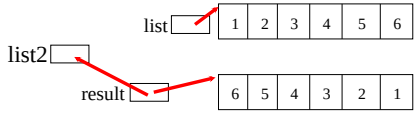


Trace the reverse Method, cont.

```
int[] list1 = new int[]{1, 2, 3, 4, 5, 6};
int[] list2 = reverse(list1);
```

```
public static int[] reverse(int[] list) {
  int[] result = new int[list.length];

  for (int i = 0, j = result.length - 1;
       i < list.length; i++, j--) {
    result[j] = list[i];
  }

  return result;
}
```

Return result



Chapter 8
Multidimensional Arrays

Motivations

Thus far, you have used one-dimensional arrays to model linear collections of elements. You can use a two-dimensional array to represent a matrix or a table. For example, the following table that describes the distances between the cities can be represented using a two-dimensional array.

Distance Table (in miles)

	Chicago	Boston	New York	Atlanta	Miami	Dallas	Houston
Chicago	0	983	787	714	1375	967	1087
Boston	983	0	214	1102	1763	1723	1842
New York	787	214	0	888	1549	1548	1627
Atlanta	714	1102	888	0	661	781	810
Miami	1375	1763	1549	661	0	1426	1187
Dallas	967	1723	1548	781	1426	0	239
Houston	1087	1842	1627	810	1187	239	0

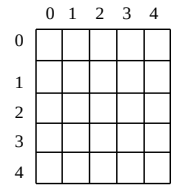
Declare/Create Two-dimensional Arrays

```
// Declare array ref var
dataType[][] refVar;

// Create array and assign its reference to variable
refVar = new dataType[10][10];

// Combine declaration and creation in one statement
dataType[][] refVar = new dataType[10][10];

// Alternative syntax
dataType refVar[][] = new dataType[10][10];
```

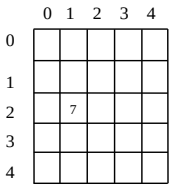

Declaring Variables of Two-dimensional Arrays and Creating Two-dimensional Arrays

```
int[][] matrix = new int[10][10];
```
or
```
int matrix[][] = new int[10][10];
matrix[0][0] = 3;

for (int i = 0; i < matrix.length; i++)
  for (int j = 0; j < matrix[i].length; j++)
    matrix[i][j] = (int)(Math.random() * 1000);

double[][] x;
```

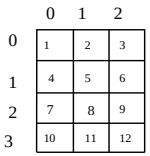
Two-dimensional Array Illustration




```
matrix = new int[5][5];
```




```
matrix[2][1] = 7;
```




```
int[][] array = {
  {1, 2, 3},
  {4, 5, 6},
  {7, 8, 9},
  {10, 11, 12}
};
```

matrix.length? 5

matrix[0].length? 5

array.length? 4

array[0].length? 3

Declaring, Creating, and Initializing Using Shorthand Notations

You can also use an array initializer to declare, create and initialize a two-dimensional array. For example,

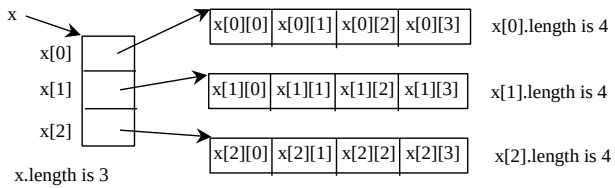
```
int[][] array = {
  {1, 2, 3},
  {4, 5, 6},
  {7, 8, 9},
  {10, 11, 12}
};
```

Same as

```
int[][] array = new int[4][3];
array[0][0] = 1; array[0][1] = 2; array[0][2] = 3;
array[1][0] = 4; array[1][1] = 5; array[1][2] = 6;
array[2][0] = 7; array[2][1] = 8; array[2][2] = 9;
array[3][0] = 10; array[3][1] = 11; array[3][2] = 12;
```


Lengths of Two-dimensional Arrays

int[][] x = new int[3][4];



Lengths of Two-dimensional Arrays, cont.

```
int[][] array = {
  {1, 2, 3},
  {4, 5, 6},
  {7, 8, 9},
  {10, 11, 12}
};
```

array.length
array[0].length
array[1].length
array[2].length
array[3].length

array[4].length ArrayIndexOutOfBoundsException

Ragged Arrays

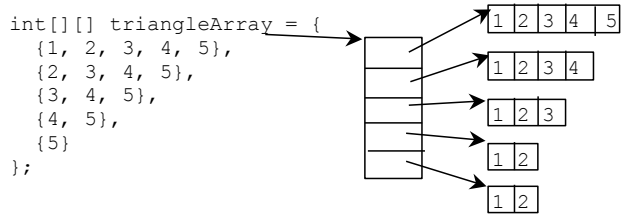
- Each row in a two-dimensional array is itself an array. So, the rows can have different lengths. Such an array is known as *a ragged array*. For example,

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

```
matrix.length is 5
matrix[0].length is 5
matrix[1].length is 4
matrix[2].length is 3
matrix[3].length is 2
matrix[4].length is 1
```


Ragged Arrays, cont.

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



Processing Two-Dimensional Arrays

See the examples in the text.

1. (Initializing arrays with input values)
2. (Printing arrays)
3. (Summing all elements)
4. (Summing all elements by column)
5. (Which row has the largest sum)
6. (Finding the smallest index of the largest element)
7. (*Random shuffling*)

Multidimensional Arrays

- Occasionally, you will need to represent n-dimensional data structures. In Java, you can create n-dimensional arrays for any integer n.
- The way to declare two-dimensional array variables and create two-dimensional arrays can be generalized to declare n-dimensional array variables and create n-dimensional arrays for n >= 3.
- For example, the following syntax declares a three-dimensional array variable scores, creates an array, and assigns its reference to scores.

```
double[][][] scores = new double[10][5][2];
```