



Marwadi
University

Unit - 2 Selection, Iteration and Array

Prepared By

Prof. Ravikumar R N

Assistant Professor, CE Dept.

**KNOWLEDGE IS THE CURRENCY
FOR THE 21st CENTURY**



Contents

- If statements
- Switch statement
- While statement
- For statement
- Do-while statement
- Break and continue keywords
- One dimensional and multidimensional arrays
- Jagged array
- Methods to copy array



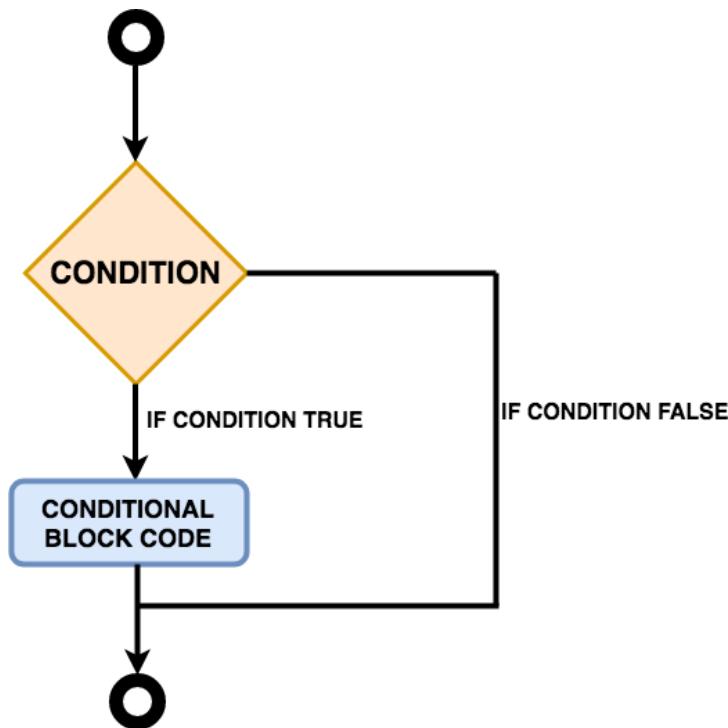
Selections

1. If Statement
2. Two way if-else statement
3. Nested if and multi-way if else statement
4. Switch statement
5. Conditional Expression (Ternary)



If Statement

The Java if statement tests the condition. It executes the if block if condition is true.



Syntax:

```
if(condition){  
    //code to be executed  
}
```



Two way If (if.. else Statement)

The Java if-else statement also tests the condition. It executes the if block if condition is true otherwise else block is executed.

Syntax:

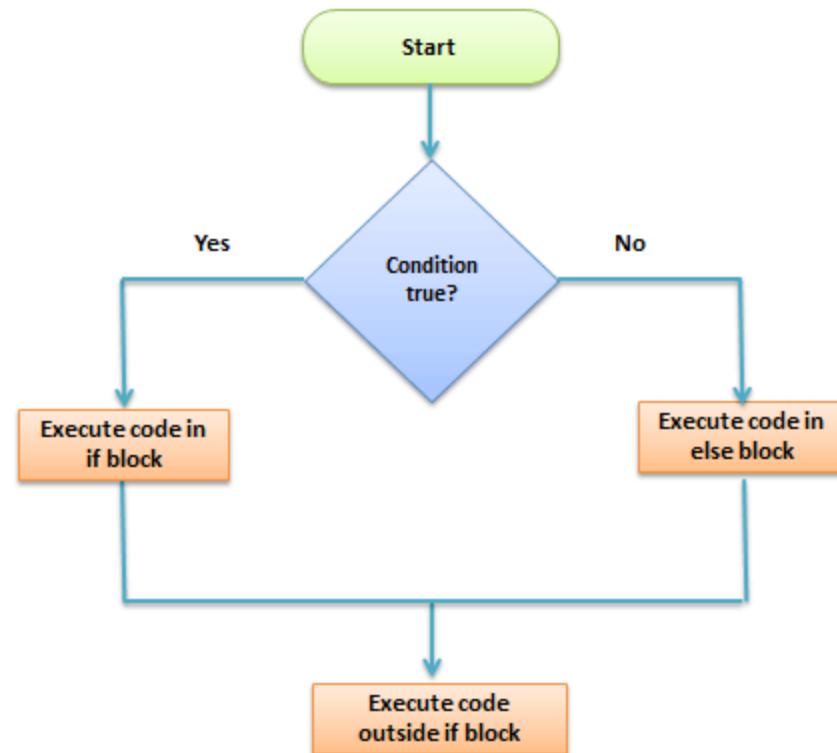
```
if(condition){
```

```
    //code if condition is true
```

```
}else{
```

```
    //code if condition is false
```

```
}
```



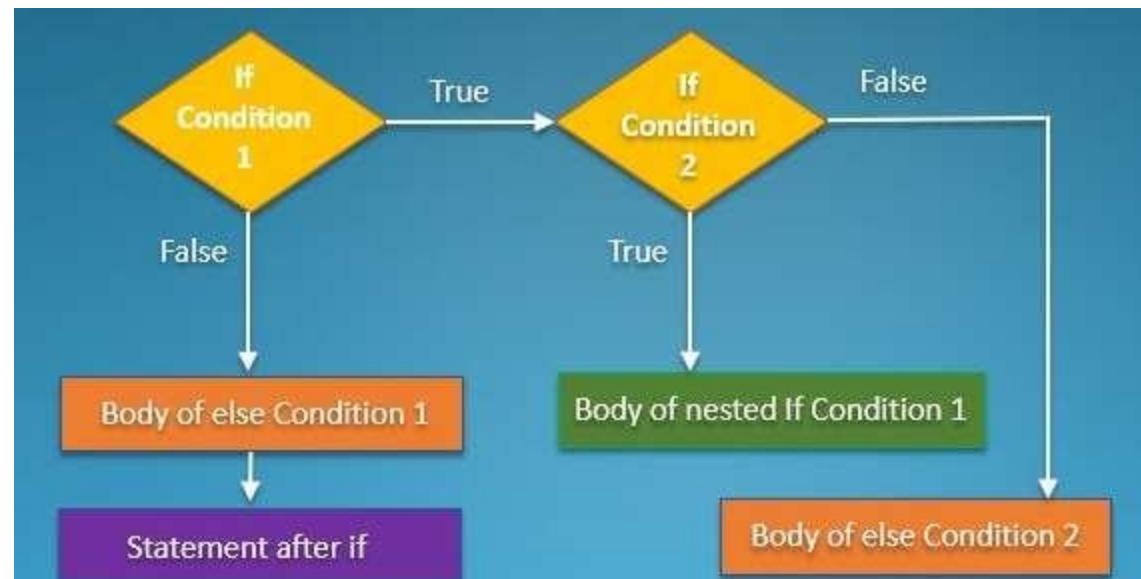
Nested if statement



The nested if statement represents the if block within another if block. Here, the inner if block condition executes only when outer if block condition is true.

Syntax:

```
if(condition){  
    //code to be executed  
  
    if(condition){  
        //code to be executed  
    }  
}
```





Multi way if... ladder if

The if-else-if ladder statement executes one condition from multiple statements.

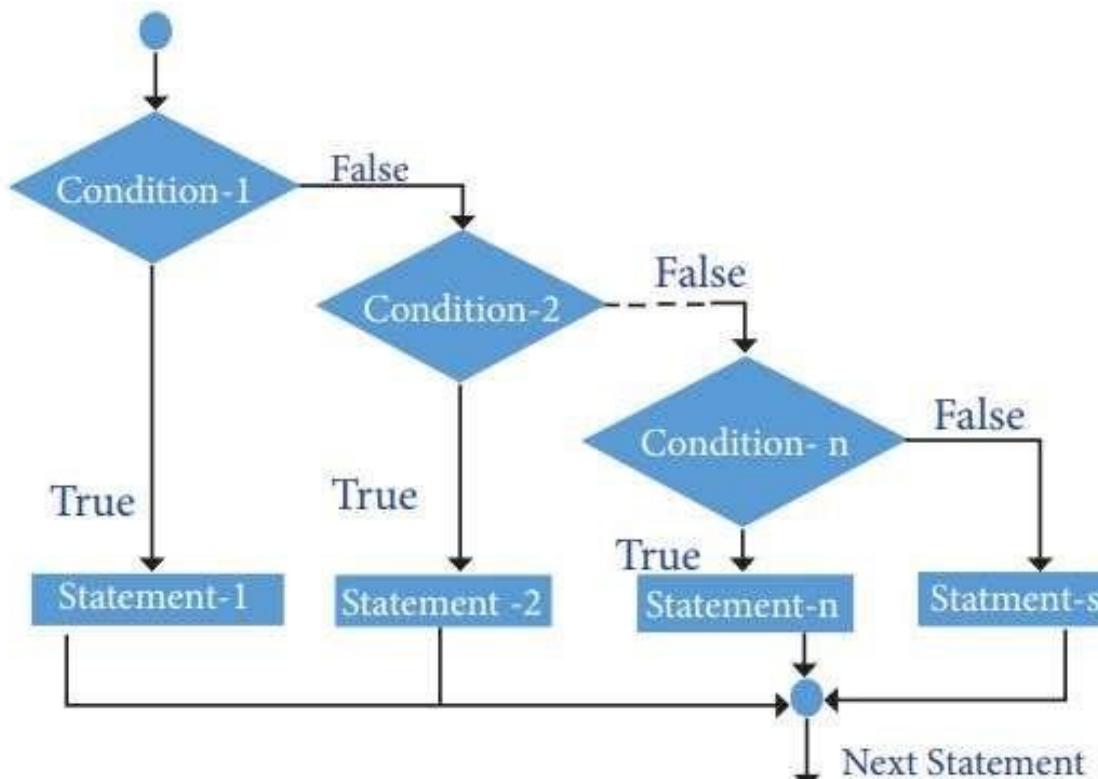
Syntax:

```
if(condition1){  
    //code to be executed if condition1 is true  
}  
else if(condition2){  
    //code to be executed if condition2 is true  
}  
else if(condition3){  
    //code to be executed if condition3 is true  
}  
...  
else{  
    //code to be executed if all the conditions are false  
}
```



Multi way if... ladder if

The if-else-if ladder statement executes one condition from multiple statements.



Check Program: Unit – 2 → LadderIfDemo.java



Multi way if... ladder if

```
class IfElseLadder{  
public static void main(String[] args)  
{  
    // initializing expression  
    int i = 20;  
  
    // condition 1  
    if (i == 10)  
        System.out.println("i is 10\n");  
  
    // condition 2  
    else if (i == 15)  
        System.out.println("i is 15\n");  
  
    // condition 3  
    else if (i == 20)  
        System.out.println("i is 20\n");  
    else  
        System.out.println("i is not present\n");  
  
    System.out.println("Outside if-else-if");  
}
```



Java Switch Statement

The Java switch statement executes one statement from multiple conditions. It is like if-else-if ladder statement. The switch statement works with byte, short, int, long, enum types, String and some wrapper types like Byte, Short, Int, and Long. Since Java 7, you can use strings in the switch statement.

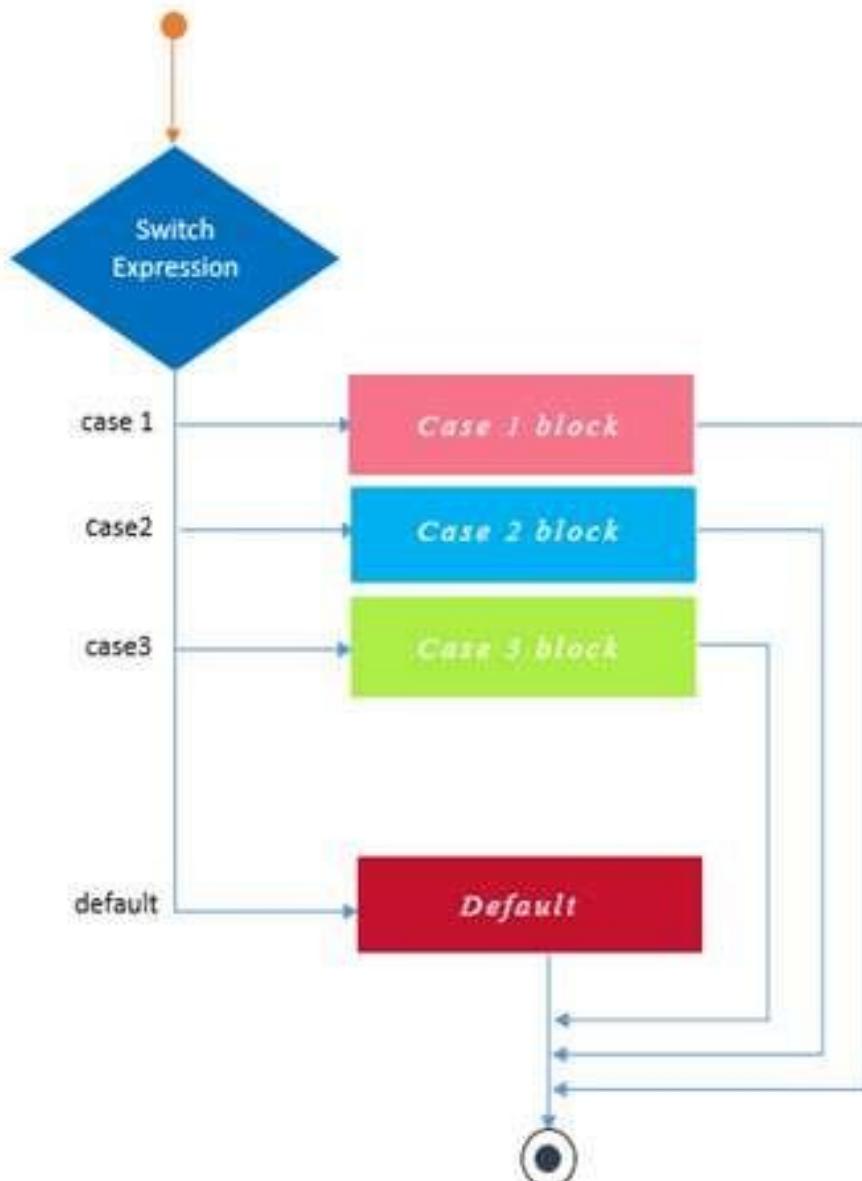
In other words, the switch statement tests the equality of a variable against multiple values.

- 1) There can be one or N number of case values for a switch expression.
- 2) The case value must be of switch expression type only. The case value must be literal or constant. It doesn't allow variables.
- 3) The case values must be unique. In case of duplicate value, it renders compile-time error.
- 4) The Java switch expression must be of byte, short, int, long (with its Wrapper type), enums and string.
- 5) Each case statement can have a break statement which is optional. When control reaches to the break statement, it jumps the control after the switch expression. If a break statement is not found, it executes the next case.
- 6) The case value can have a default label which is optional.

Check Program: Unit – 2 → SwitchDemo.java



Java Switch Statement



Check Program: Unit – 2 → SwitchDemo.java



Java Switch Statement

```
public class SwitchDemo{  
    public static void main(String[] args)  
    {  
        int day = 5;  
        String dayString;  
  
        // switch statement with int data type  
        switch (day) {  
            case 1:  
                dayString = "Monday";  
                break;  
            case 2:  
                dayString = "Tuesday";  
                break;  
            case 3:  
                dayString = "Wednesday";  
                break;  
            default:  
                dayString = "Invalid day";  
        }  
        System.out.println(dayString);  
    }  
}
```



Loops in Java

Loops can execute a block of code as long as a specified condition is reached.

Loops are handy because they save time, reduce errors, and they make code more readable.

Java Supports :-

- While loop
- Do-while loop
- for loop

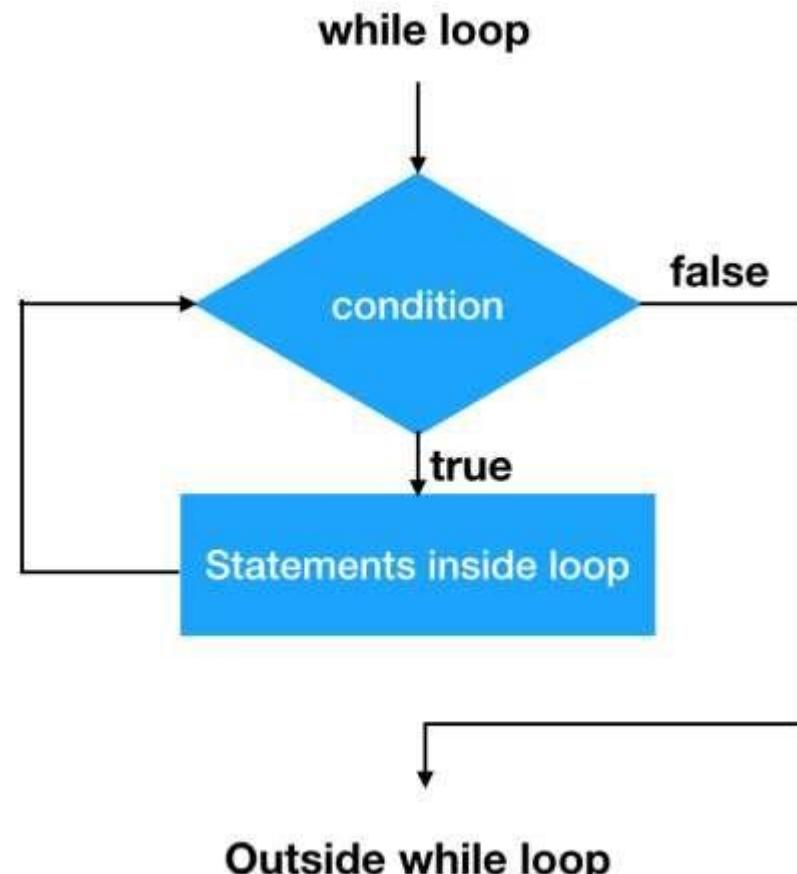


Java While Loop

The while loop loops through a block of code as long as a specified condition is true:

Syntax

```
while (condition) {  
    // code block to be executed  
}
```





Java While Loop

```
public class WhileExample {  
    public static void main(String[] args) {  
        int i=1;  
        while(i<=10){  
            System.out.println(i);  
            i++;  
        }  
    }  
}
```

```
class whileLoopDemo {  
    public static void main(String args[]) {  
        // initialization expression  
        int i = 1;  
  
        // test expression  
        while (i < 6) {  
            System.out.println("Hello World");  
  
            // update expression  
            i++;  
        }  
    }  
}
```

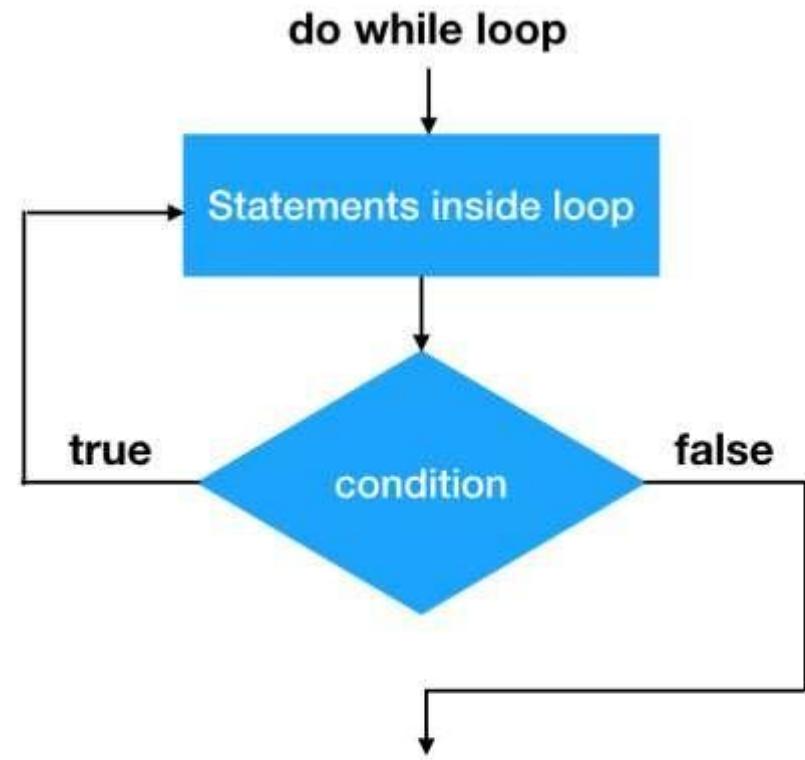


Java do.. While Loop

The do/while loop is a variant of the while loop. This loop will **execute the code block once, before checking if the condition is true**, then it will repeat the loop as long as the condition is true.

Syntax

```
do {  
    // code block to be executed  
}  
while (condition);
```





Java do.. While Loop

```
public class DoWhileExample {  
    public static void main(String[] args) {  
        int i=1;  
        do{  
            System.out.println(i);  
            i++;  
        }while(i<=10);  
    }  
}
```

```
public class DoWhileExample2 {  
    public static void main(String[] args) {  
        do{  
            System.out.println("infinitive do while  
loop");  
        }while(true);  
    }  
}
```



Java for Loop

When you know exactly how many times you want to loop through a block of code, use the for loop instead of a while loop:

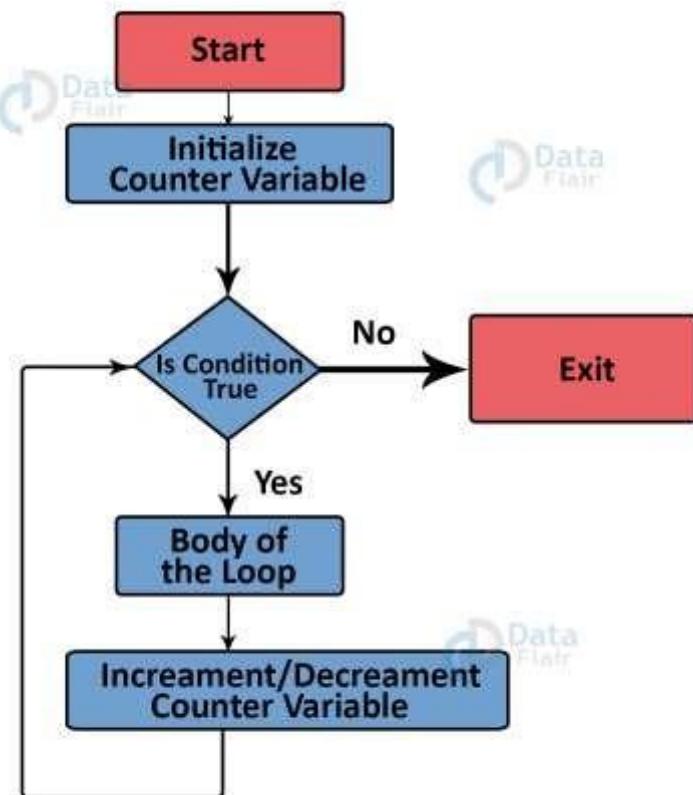
Syntax

```
for (statement 1; statement 2; statement 3) {  
    // code block to be executed  
}
```

Statement 1 is executed (one time) before the execution of the code block.

Statement 2 defines the condition for executing the code block.

Statement 3 is executed (every time) after the code block has been executed.





Java for Loop

```
class Test {  
    public static void main(String[] args) {  
  
        // for loop  
        for (int i = 1; i <= 10; ++i) {  
  
            // if the value of i is 5 the loop terminates  
            if (i == 5) {  
                break;  
            }  
            System.out.println(i);  
        }  
    }  
}
```



Java Scanner, If, While

```
import java.util.Scanner;

class UserInputSum {
    public static void main(String[] args) {

        Double number, sum = 0.0;

        // create an object of Scanner
        Scanner input = new Scanner(System.in);

        while (true) {
            System.out.print("Enter a number: ");

            // takes double input from user
            number = input.nextDouble();

            // if number is negative the loop terminates
            if (number < 0.0) {
                break;
            }

            sum += number;
        }
        System.out.println("Sum = " + sum);
    }
}
```



Java Break statement

hen a break statement is encountered inside a loop, the loop is **immediately terminated** and the program control resumes at the next statement following the loop.

The Java break statement is used to break loop or switch statement. It breaks the current flow of the program at specified condition. In case of inner loop, it breaks only inner loop.

We can use Java break statement in all types of loops such as for loop, while loop and do-while loop.

Check Program: Unit – 2 → BreakDemo.java



Java Break statement

```
public class BreakExample {  
    public static void main(String[] args) {  
        //using for loop  
        for(int i=1;i<=10;i++){  
            if(i==5){  
                //breaking the loop  
                break;  
            }  
            System.out.println(i);  
        }  
    }  
}
```

1
2
3
4



Java continue statement

The continue statement is used in loop control structure **when you need to jump/skip to the next iteration** of the loop immediately. It can be used with for loop or while loop.

The Java continue statement is used to continue the loop. It continues the current flow of the program and skips the remaining code at the specified condition. In case of an inner loop, it continues the inner loop only.

We can use Java continue statement in all types of loops such as for loop, while loop and do-while loop.

Cannot be used with Switch Statement

Check Program: Unit – 2 → ContinueDemo.java



Java continue statement

```
public class ContinueExample {  
    public static void main(String[] args) {  
        //for loop  
        for(int i=1;i<=10;i++){  
            if(i==5){  
                //using continue statement  
                continue;//it will skip the particular statement  
            }  
            System.out.println(i);  
        }  
    }  
}
```

1
2
3
4
5
6
7
8
9
10



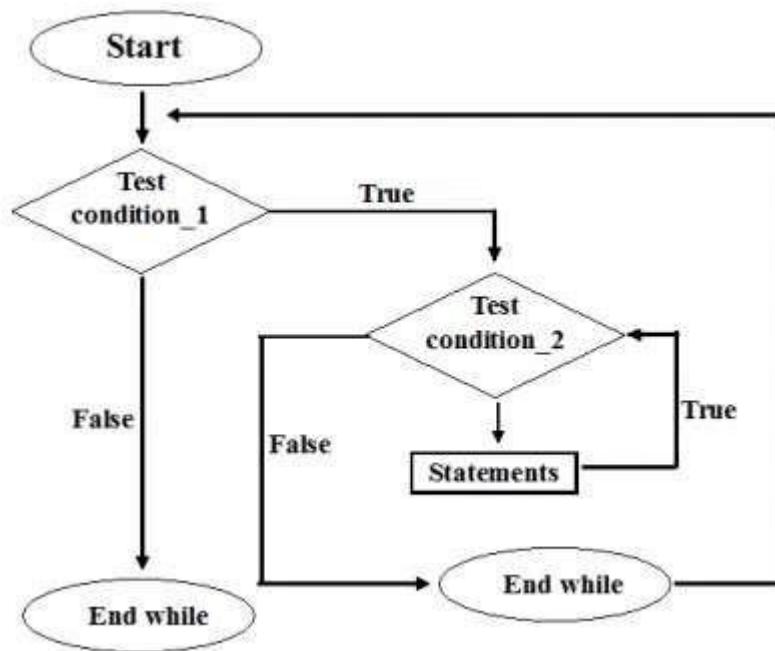
Break	Continue
The break statement is used to terminate the loop immediately.	The continue statement is used to skip the current iteration of the loop.
break keyword is used to indicate break statements in java programming.	continue keyword is used to indicate continue statement in java programming.
We can use a break with the switch statement.	We can not use a continue with the switch statement.
The break statement terminates the whole loop early.	The continue statement brings the next iteration early.
It stops the execution of the loop.	It does not stop the execution of the loop.



Java Nested Loop

If a loop exists inside the body of another loop, it's called a nested loop.
Here's an example of the nested for loop.

```
int row,column;  
// outer loop  
row = 1;  
while(row <= 3) {  
    column=1;  
    // inner loop  
    while(column <=row) {  
        System.out.println(row + " ");  
        Column++;  
    }  
    System.out.println("\n");  
    row++;  
}  
OUTPUT:-
```





Java Nested Loop

```
class Main {  
    public static void main(String[] args) {  
        int rows = 5;  
  
        for (int i = 1; i <= rows; ++i) {  
  
            for (int j = 1; j <= i; ++j) {  
                System.out.print(j + " ");  
            }  
            System.out.println("");  
        }  
    }  
}
```



Questions

- Will the Switch statement work without using Break?
- Do while vs while?
- For vs for each?
- Is it a good idea to use Continue statement in Switch case?
- “If” and multiple “else if” works without “else” part or not?
- Break statement is used to jump/skip statements?
- Inner “if” block condition executes only when outer if block condition is true?

Common mathematical methods



Marwadi
University

The **java.lang.Math** class contains various methods for performing basic numeric operations such as the logarithm, cube root, and trigonometric functions etc.

Min, Max, abs , log, sqrt method

Ex. Math.**max**(2.5, 3) returns 3.0

Math.**min**(2.5, 4.6) returns 2.5

Math.**abs**(-2) returns 2

Math.**abs**(-2.1) returns 2.1

Check Program: Unit – 2 → MathRandomDemo1.java

Common mathematical methods



Marwadi
University

Method	Description
ceil(x)	x is rounded up to its nearest integer. This integer is returned as a double value.
floor(x)	x is rounded down to its nearest integer. This integer is returned as a double value.
rint(x)	x is rounded up to its nearest integer. If x is equally close to two integers, the even one is returned as a double value.
round(x)	Returns (int)Math.floor(x + 0.5) if x is a float and returns (long)Math.floor(x + 0.5) if x is a double.

Rounding methods

Ex. Math.ceil(2.1) returns 3.0

Math.floor(2.8) returns 2.0

Math.rint(2.5) returns 2.0

Math.round(2.6f) returns 3

Check Program : Unit – 2 → MathRandomDemo3.java

Common mathematical methods



Trigonometric methods in Math class

Ex. Math.toDegrees(Math.PI / 2) returns **90.0**

Math.toRadians(30) returns **0.5236** (same as $\pi/6$)

Math.atan(**1.0**) returns **0.785398** (same as $\pi/4$)

Method	Description
sin(radians)	Returns the trigonometric sine of an angle in radians.
cos(radians)	Returns the trigonometric cosine of an angle in radians.
tan(radians)	Returns the trigonometric tangent of an angle in radians.
toRadians(degree)	Returns the angle in radians for the angle in degree.
toDegree(radians)	Returns the angle in degrees for the angle in radians.
asin(a)	Returns the angle in radians for the inverse of sine.
acos(a)	Returns the angle in radians for the inverse of cosine.
atan(a)	Returns the angle in radians for the inverse of tangent.

Common mathematical methods



Marwadi
University

```
public class MathRandomDemo1
{
    public static void main(String[] args)
    {
        double x = 28;
        double y = 4;

        // return the maximum of two numbers
        System.out.println("Maximum number of x
                           and y is: " +Math.max(x, y));

        // return the square root of y
        System.out.println("Square root of y is: " + Math.sqrt(y));

        //returns 28 power of 4 i.e. 28*28*28*28
        System.out.println("Power of x and y is: " + Math.pow(x, y));

        // return the logarithm of given value
        System.out.println("Logarithm of x is: " + Math.log(x));
        System.out.println("Logarithm of y is: " + Math.log(y));

        // return the logarithm of given value when base is 10
        System.out.println("log10 of x is: " + Math.log10(x));
        System.out.println("log10 of y is: " + Math.log10(y));

        // return the log of x + 1
        System.out.println("log1p of x is: " +Math.log1p(x));

        // return a power of 2
        System.out.println("exp of a is: " +Math.exp(x));

        // return (a power of 2)-1
        System.out.println("expm1 of a is: " +Math.expm1(x));
    }
}
```

Common mathematical methods



```
public class JavaMathExample2
{
    public static void main(String[] args)
    {
        double a = 30;

        // converting values to radian
        double b = Math.toRadians(a);

        // return the trigonometric sine of a
        System.out.println("Sine value of a is: " +Math.sin(a));

        // return the trigonometric cosine value of a
        System.out.println("Cosine value of a is: " +Math.cos(a));

        // return the trigonometric tangent value of a
        System.out.println("Tangent value of a is: " +Math.tan(a));

        // return the trigonometric arc sine of a
        System.out.println("Sine value of a is: " +Math.asin(a));

        // return the trigonometric arc cosine value of a
        System.out.println("Cosine value of a is: " +Math.acos(a));

        // return the trigonometric arc tangent value of a
        System.out.println("Tangent value of a is: " +Math.atan(a));

        // return the hyperbolic sine of a
        System.out.println("Sine value of a is: " +Math.sinh(a));

        // return the hyperbolic cosine value of a
        System.out.println("Cosine value of a is: " +Math.cosh(a));

        // return the hyperbolic tangent value of a
        System.out.println("Tangent value of a is: " +Math.tanh(a));
    }
}
```

Common mathematical methods



```
public class MathRandomDemo3 {  
    public static void main(String args[]) {  
        int i1 = 27;  
        int i2 = -45;  
        System.out.println("Absolute value of i1: " + Math.abs(i1));  
  
        System.out.println("Absolute value of i2: " + Math.abs(i2));  
  
        double d1 = 84.6;  
        double d2 = 0.45;  
        System.out.println("Round off for d1: " + Math.round(d1));  
  
        System.out.println("Round off for d2: " + Math.round(d2));  
  
        System.out.println("Ceiling of " + d1 + " = " + Math.ceil(d1));  
        System.out.println("Ceiling of " + d2 + " = " + Math.ceil(d2));  
  
        System.out.println("Minimum out of " + i1 + " and " + i2 + " = " + Math.min(i1, i2));  
  
        System.out.println("Maximum out of " + i1 + " and " + i2 + " = " + Math.max(i1, i2));  
    }  
}
```

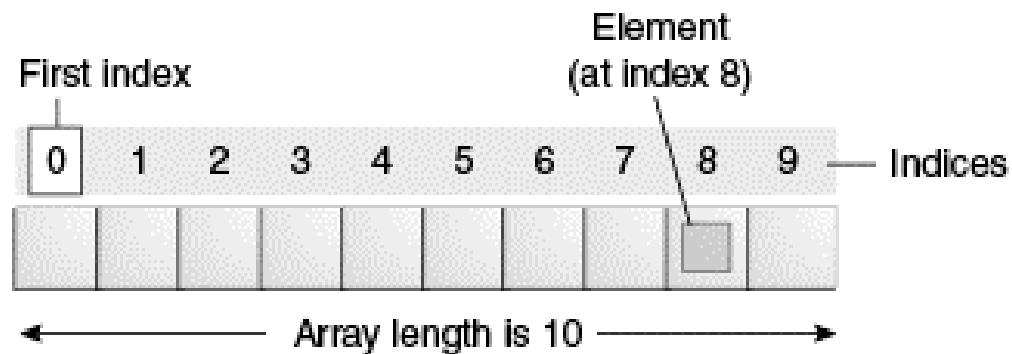


Array

- An array is a container object that holds a fixed number of values of a single type. The length of an array is established when the array is created. After creation, its length is fixed.
- Java array is an object which contains elements of a similar data type.
- Benefits
 - Code Optimization. Easier access to any element using the index.
 - Random access.
- Disadvantages
 - Fixed size. Can not be increased or decrease once declared.
 - Can store a single type of primitives only.
 - To delete an element in an array we need to traverse through out the array so this will reduce performance.



Array





Single Dimensional Array

- ▶ A single array variable can reference a large collection of data.
- ▶ Once an array is created, its size is fixed. An array reference variable is used to access the elements in an array using an index.
- ▶ Instead of declaring individual variables, such as number0, number1, . . . , and number99, you declare one array variable such as numbers and use numbers[0], numbers[1], . . . , and numbers[99] to represent individual variables.



Declaring 1-D Array Variables

- ▶ Syntax:

`datatype[] arr_ref_var;`

OR

`datatype arr_ref_var[];` **OR** `datatype []arr_ref_var;`

- ▶ Ex. `double myList[];`
- ▶ Unlike declarations for primitive data type variables, the declaration of an array variable does not allocate any space in memory for the array. It creates only a storage location for the reference to an array.
- ▶ you can create an array by using the new operator and assign its reference to the variable.

Syntax:

`Arr_ref_var = new datatype [size];`



Declaring 1-D Array Variables

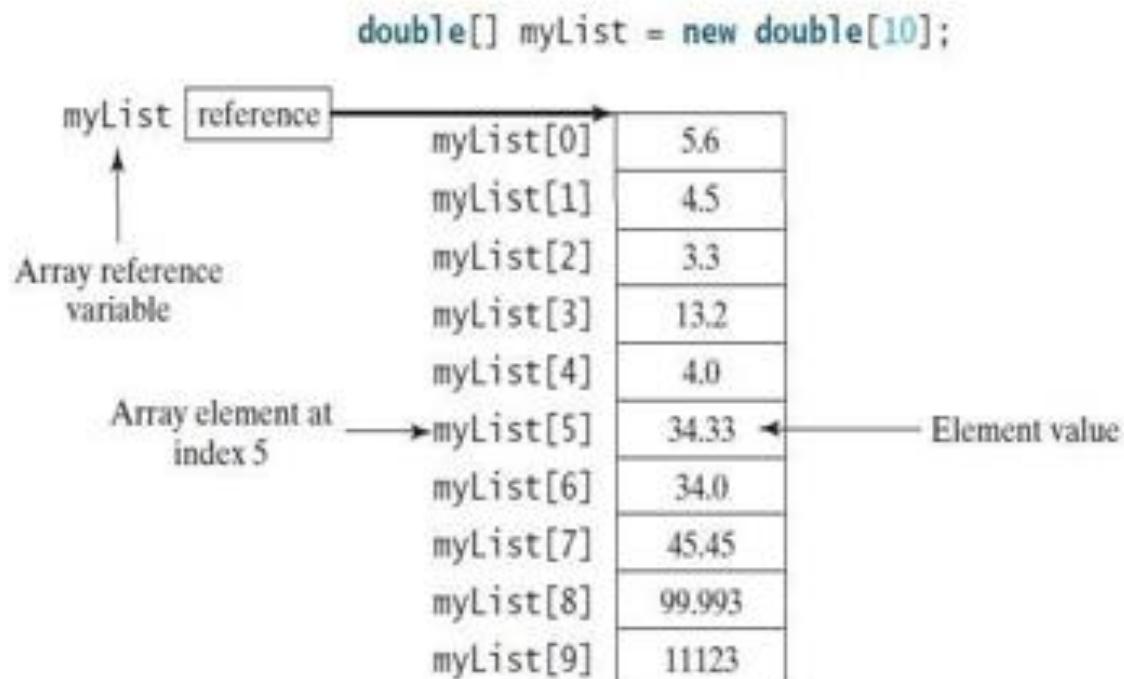
- ▶ Declaring an array variable, creating an array, and assigning the reference of the array to the variable can be combined in one statement as:
 - ▶ `datatype[] arr_ref_var = new datatype [Size];`
 - OR
 - ▶ `datatype arr_ref_var[] = new datatype [Size];`
- ▶ Ex. **double[] myList = new double[10];**



Assign values to Array

► Ex.

- myList[0] = 5.6;
- myList[1] = 4.5;
- myList[2] = 3.3;
- myList[3] = 13.2;
- myList[4] = 4.0;
- myList[5] = 34.33;
- myList[6] = 34.0;
- myList[7] = 45.45;
- myList[8] = 99.993;
- myList[9] = 11123;





Array size and default values

- ▶ The size of an array cannot be changed after the array is created.
- ▶ Size can be obtained using `arr_ref_var.length`.
- ▶ For example, `myList.length` is 10.
- ▶ `myList` holds 10 double values, and the indices are from **0 to 9**.
- ▶ For example, `myList[9]` represents the **last** element in the array `myList`.
- ▶ Array Initializer:

Syntax: `elementType[] arrayRefVar = {value0, value1, ...,`

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



Processing Array

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

The following are some examples of processing arrays.

1. *Initializing arrays with input values:* The following loop initializes the array `myList` with user input values.

```
java.util.Scanner input = new java.util.Scanner(System.in);
System.out.print("Enter " + myList.length + " values: ");
for (int i = 0; i < myList.length; i++)
    myList[i] = input.nextDouble();
```

2. *Initializing arrays with random values:* The following loop initializes the array `myList` with random values between `0.0` and `100.0`, but less than `100.0`.

```
for (int i = 0; i < myList.length; i++) {
    myList[i] = Math.random() * 100;
}
```

3. *Displaying arrays:* To print an array, you have to print each element in the array using a loop like the following:

```
for (int i = 0; i < myList.length; i++) {
    System.out.print(myList[i] + " ");
```



1D - Array Example

```
public class Array1D{  
    public static void main(String args[])  
    {  
        double[ ] mylist = new double[10]; // Array declaration  
        java.util.Scanner sc = new java.util.Scanner(System.in);  
  
        System.out.println("Enter " + mylist.length + " values ");  
        //intialization array with input values  
        for(int i=0;i<mylist.length;i++)  
            mylist[i] = sc.nextInt();  
  
        //Display Array  
        for(int i=0;i<mylist.length;i++)  
            System.out.print((int)mylist[i] + " ");  
    }  
}
```



For each Loop

- **For** Java supports a convenient for loop, known as a foreach loop, which enables you to traverse the array sequentially without using an index variable.
- Syntax:

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

- You can read the code as “for each element e in myList, do the following.” If you wish to traverse in different order then you need index variable.

Ex.

```
for(double e : myList)
{
    System.out.println(e);
}
```



Two-Dimensional Array

- ▶ Data in a table or a matrix can be represented using a two-dimensional array.
- ▶ An element in a two-dimensional array is accessed through a row and column index.
- ▶ Syntax:

elementType[][] arrayRefVar;

OR

elementType arrayRefVar[][]; OR elementType [][]arrayRefVar;

- ▶ Ex:

int[][] matrix;

OR

int matrix[][];



Two-Dimensional Array

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

	[0]	[1]	[2]	[3]	[4]
[0]	0	0	0	0	0
[1]	0	0	0	0	0
[2]	0	0	0	0	0
[3]	0	0	0	0	0
[4]	0	0	0	0	0

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

	[0]	[1]	[2]	[3]	[4]
[0]	0	0	0	0	0
[1]	0	0	0	0	0
[2]	0	7	0	0	0
[3]	0	0	0	0	0
[4]	0	0	0	0	0

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

(a)

	[0]	[1]	[2]
[0]	1	2	3
[1]	4	5	6
[2]	7	8	9
[3]	10	11	12

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

(b)

(c)



Two-Dimensional Array

```
class Main
{
    public static void main(String args[])
    {
        int[][] a={{10,20},{30,40}};//declaration and initialization
        System.out.println("Two dimensional array elements are");
        System.out.println(a[0][0]);
        System.out.println(a[0][1]);
        System.out.println(a[1][0]);
        System.out.println(a[1][1]);
    }
}
```



Two-Dimensional Array

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

Equivalent

```
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;
```

(a)

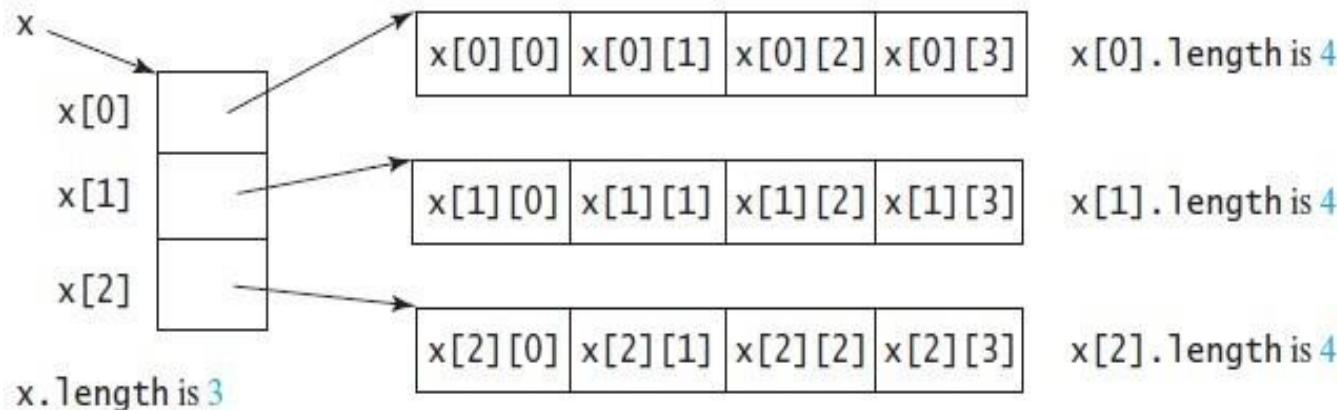
(b)



Obtaining length of 2-D Array

Example:

`x = new int[3][4]`, `x[0]`, `x[1]`, and `x[2]` are one-dimensional arrays and each contains four elements. So, `x.length` is 3, and `x[0].length`, `x[1].length`, and `x[2].length` are 4.





Processing 2-D Arrays

```
int[][] matrix = new int[10][10];
```

The following are some examples of processing two-dimensional arrays.

1. *Initializing arrays with input values.* The following loop initializes the array with user input values:

```
java.util.Scanner input = new Scanner(System.in);
System.out.println("Enter " + matrix.length + " rows and " +
    matrix[0].length + " columns:");
for (int row = 0; row < matrix.length; row++) {
    for (int column = 0; column < matrix[row].length; column++) {
        matrix[row][column] = input.nextInt();
    }
}
```

2. *Initializing arrays with random values.* The following loop initializes the array with random values between 0 and 99:

```
for (int row = 0; row < matrix.length; row++) {
    for (int column = 0; column < matrix[row].length; column++) {
        matrix[row][column] = (int)(Math.random() * 100);
    }
}
```



Processing 2-D Arrays

3. *Printing arrays.* To print a two-dimensional array, you have to print each element in the array using a loop like the following:

```
for (int row = 0; row < matrix.length; row++) {  
    for (int column = 0; column < matrix[row].length; column++) {  
        System.out.print(matrix[row][column] + " ");  
    }  
  
    System.out.println();  
}
```

4. *Summing all elements.* Use a variable named **total** to store the sum. Initially **total** is 0. Add each element in the array to **total** using a loop like this:

```
int total = 0;  
for (int row = 0; row < matrix.length; row++) {  
    for (int column = 0; column < matrix[row].length; column++) {  
        total += matrix[row][column];  
    }  
}
```



Passing 2-D Array to methods

When passing a two-dimensional array to a method, the reference of the array is passed to the method.

```
import java.util.Scanner;

public class PassTwoDimensionalArray {
    public static void main(String[] args) {
        int[][] m = getArray(); // Get an array

        // Display sum of elements
        System.out.println("\nSum of all elements is " + sum(m));
    }

    public static int[][] getArray() {
        // Create a Scanner
        Scanner input = new Scanner(System.in);

        // Enter array values
        int[][] m = new int[3][4];
        System.out.println("Enter " + m.length + " rows and "
            + m[0].length + " columns: ");
        for (int i = 0; i < m.length; i++)
            for (int j = 0; j < m[i].length; j++)
                m[i][j] = input.nextInt();
    }

    public static int sum(int[][] m) {
        int total = 0;
        for (int row = 0; row < m.length; row++) {
            for (int column = 0; column < m[row].length; column++) {
                total += m[row][column];
            }
        }
        return total;
    }
}
```



2-D Array Example

```
class Main
{
    public static void main(String args[])
    {
        int[][] a={{10,20},{30,40},{50,60}};//declaration and initialization
        System.out.println("Two dimensional array elements are");
        for (int i = 0; i < 3; i++)
        {
            for (int j = 0; j < 2; j++)
            {
                System.out.println(a[i][j]);
            }
        }
    }
}
```



2-D Array to Method Example

```
public class Main {  
    public static void main(String[] args) {  
  
        int[][] a = { { 1, 2, 3 }, { 4, 5, 6 }, { 7, 8, 9 } };  
        arr2method(a); // pass it to the method  
    }  
  
    public static void arr2method(int[][] a) {  
        System.out.println("Elements are :");  
  
        for (int i = 0; i < a.length; i++) {  
            for (int j = 0; j < a[i].length; j++) {  
                System.out.print(a[i][j] + "\t");  
            }  
            System.out.println("");  
        }  
    }  
}
```



Multi Dimensional Array

A two-dimensional array consists of an array of one-dimensional arrays and a three dimensional array consists of an array of two-dimensional arrays.

```
double[][][] scores = new double[6][5][2];
```

You can also use the short-hand notation to create and initialize the array as follows:

```
double[][][] scores = {  
    {{7.5, 20.5}, {9.0, 22.5}, {15, 33.5}, {13, 21.5}, {15, 2.5}},  
    {{4.5, 21.5}, {9.0, 22.5}, {15, 34.5}, {12, 20.5}, {14, 9.5}},  
    {{6.5, 30.5}, {9.4, 10.5}, {11, 33.5}, {11, 23.5}, {10, 2.5}},  
    {{6.5, 23.5}, {9.4, 32.5}, {13, 34.5}, {11, 20.5}, {16, 7.5}},  
    {{8.5, 26.5}, {9.4, 52.5}, {13, 36.5}, {13, 24.5}, {16, 2.5}},  
    {{9.5, 20.5}, {9.4, 42.5}, {13, 31.5}, {12, 20.5}, {16, 6.5}}};
```



Multi Dimensional Array

`Data_Type[][][] Name = new int[Tables][Row_Size][Column_Size];`

`Int [] [] [] sum = new int [2] [3] [4]`

Tables: Total number of tables it can accept. 2D Array is always a single table with rows and columns. In contrast, Multi Dimensional array in Java is more than one table with rows and columns.

Row_Size: Number of Row elements. For example, Row_Size = 3, then the 3D array holds 3 rows.

Column_Size: Column elements it can store. Column_Size = 4, then the 3D array holds 4 Columns.



Multi Dimensional Array

```
public class Main
{
    public static void main(String[] args) {
        //initialize 3-d array
        int[][][] intArray = { { { 1, 2, 3}, { 4, 5, 6 }, { 7, 8, 9 } } };
        System.out.println ("3-d array is given below :");
        //print the elements of array
        for (int i = 0; i < 1; i++)
            for (int j = 0; j < 3; j++)
                for (int z = 0; z < 3; z++)
                    System.out.println (intArray [i][j][z]);
    }
}
```



Multi Dimensional Array

```
public class Main {  
    public static void main(String[] args) {  
        //initialize 3-d array  
        int[][][] myArray = { {{ 1, 2, 3 }, { 4, 5, 6 }}, {{ 1, 4, 9 }, { 16, 25, 36 }},  
            {{ 1, 8, 27 }, { 64, 125, 216 } } };  
        System.out.println("3x2x3 array is given below:");  
        //print the 3-d array  
        for (int i = 0; i < 3; i++) {  
            for (int j = 0; j < 2; j++) {  
                for (int k = 0; k < 3; k++) {  
                    System.out.print(myArray[i][j][k] + "\t");  
                }  
                System.out.println();  
            }  
            System.out.println();  
        }    } }
```



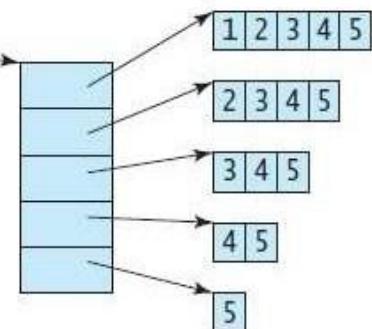
Jagged Array

- ▶ Each row in a two-dimensional array is itself an array. Thus, the rows can have different lengths. An array of this kind is known as a **jagged array**.
- ▶ If you don't know the values in a jagged array in advance, but do know the sizes.

```
int[][] triangleArray = new int[5][];
triangleArray[0] = new int[5];
triangleArray[1] = new int[4];
triangleArray[2] = new int[3];
triangleArray[3] = new int[2];
triangleArray[4] = new int[1];

triangleArray[0][3] = 50;
triangleArray[4][0] = 45;
```

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





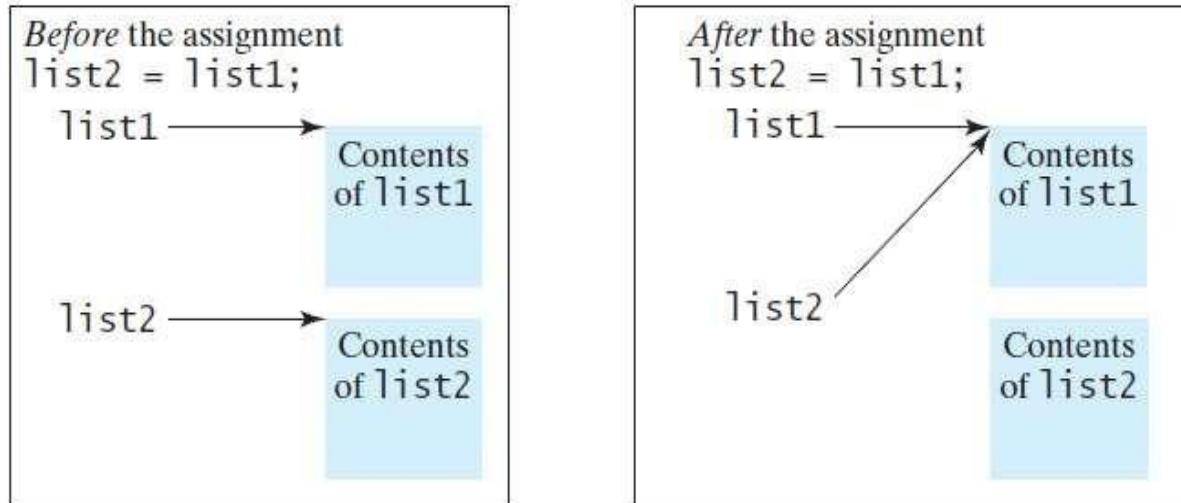
Copying Array

- To copy the contents of one array into another, you have to copy the array's individual elements into the other array.

Method : 1

`list2 = list1;`

- This statement does not copy the contents of the array referenced by `list1` to `list2`, but instead it copies the reference value from **list1** to **list2**.





Copying Array

- ▶ The other 3 ways to copy Array:

Method 2: Use a loop to copy individual elements one by one.

Method 3: Use the static arraycopy method in the System class.

Method 4: Use the clone method to copy arrays

Method 2: Loop to copy individual element

```
int[] sourceArray = {2, 3, 1, 5, 10};  
int[] targetArray = new int[sourceArray . length];  
for (int i = 0; i < sourceArray.length; i++)  
{  
    targetArray[i] = sourceArray[i];  
}
```



Copying Array – Method 1

```
class Main {  
    public static void main(String[] args) {  
  
        int [] arr1 = {1, 2, 3, 4, 5, 6};  
        int [] arr2 = arr1; // copying arrays  
  
        // change value of first array  
        arr1[0] = -1;  
  
        // printing the second array  
        for (int x: arr2) {  
            System.out.print(x + ", ");  
        }  
    }  
}
```



Copying Array – Method 2

```
class Main {  
    public static void main(String[] args) {  
  
        int [] source = {1, 2, 3, 4, 5, 6};  
        int [] destination = new int[6];  
  
        for (int i = 0; i < source.length; ++i) {  
            destination[i] = source[i];  
        }  
        destination[0]= -1;  
        for(int a: source) {System.out.print(a + " " ); }//Actual array  
  
        System.out.println();  
        for(int x: destination) { System.out.print(x + " "); }//Copied  
        System.out.println("\n" + source.hashCode());  
        System.out.println(destination.hashCode());  
    }  
}
```



Copying Array

Method 3: Another approach is to use the **arraycopy** method in the **java.lang.System** class to copy arrays instead of using a loop.

Syntax: `arraycopy(sourceArray, srcPos, targetArray, tarPos, length);`

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

Method 4: Another approach is to use the **clone** method in the



Copying Array – Method 3

```
//arraycopy
import java.util.Arrays;
class Main {
    public static void main(String[] args) {
        int[] n1 = {2, 3, 12, 4, 12, -2};

        // Creating n2 array of having length of n1 array
        int[] n2 = new int[n1.length];

        // copying entire n1 array to n2
        System.arraycopy(n1, 0, n2, 0, n1.length);
        System.out.println("n2 = " + Arrays.toString(n2));
    }
}
```



Copying Array – Method 4

```
class Main {  
    public static void main(String args[]) {  
        int num_Array[] = {5,10,15,20,25,30};  
        int clone_Array[] = num_Array.clone();  
  
        System.out.println("Original num_Array:");  
        for (int i = 0; i <num_Array.length; i++) {  
            System.out.print(num_Array[i]+" ");  
        }  
        System.out.println();  
        System.out.println("Cloned num_Array:");  
        for (int i = 0; i <clone_Array.length; i++) {  
            System.out.print(clone_Array[i]+" ");  
        } } }
```



Jagged Array Example

```
//Java Program to illustrate the jagged array
class JaggedArrayDemo{
    public static void main(String[] args){
        //declaring a 2D array with odd columns
        int arr[][] = new int[3][];
        arr[0] = new int[3];
        arr[1] = new int[4];
        arr[2] = new int[2];
        //initializing a jagged array
        int count = 0;
        for (int i=0; i<arr.length; i++)
            for(int j=0; j<arr[i].length; j++)
                arr[i][j] = count++;

        //printing the data of a jagged array
        for (int i=0; i<arr.length; i++){
            for (int j=0; j<arr[i].length; j++){
                System.out.print(arr[i][j]+" ");
            }
            System.out.println();//new line
        }
    }
}
```



Jagged Array Example

```
class Main
{
    public static void main(String[] args)
    {
        // Declare a 2-D array with 3 rows
        int myarray[][] = new int[3][];

        // define and initialize jagged array

        myarray[0] = new int[]{1,2,3};
        myarray[1] = new int[]{4,5};
        myarray[2] = new int[]{6,7,8,9,10};

        // display the jagged array
        System.out.println("Two dimensional Jagged Array:");
        for (int i=0; i<myarray.length; i++)
        {
            for (int j=0; j<myarray[i].length; j++)
                System.out.print(myarray[i][j] + " ");
            System.out.println();
        }
    }
}
```

Command-Line Argument



Marwadi
University

- Can a main method receive arguments?
- Yes
- The main method can receive string arguments from the command line.
- Write a program to make calculator using Command Line argument.

```
class Main{  
    public static void main(String args[]){  
        System.out.println("Your first argument is: "+args[0]);  
    }  
}
```

KNOWLEDGE IS THE CURRENCY
FOR THE 21st CENTURY

FOR THE 21st CENTURY



Summary

- If statements
- Switch statement
- While statement
- For statement
- Do-while statement
- Break and continue keywords
- One dimensional and multidimensional arrays
- Jagged array
- Methods to copy array



Marwadi
University

END OF UNIT - 2

**KNOWLEDGE IS THE CURRENCY
FOR THE 21st CENTURY**