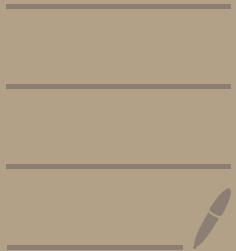


# Arrays

---



# Arrays

## Definition of Array

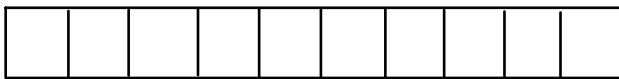
An array is a "Data structure" containing a "number" of data values (all of which are of "Same type")

## What is a Data Structure

Data structure is a format for organizing and storing data.

→ Also, each data structure is designed to organize data to suite a specific purpose.

**Example:** Array is a data structure which you can visualize as follows.



Imagine an array as a large chunk of memory divided into smaller blocks of memory and each block is capable of storing a data value of some type.



This array consists of 10 Data Values

A

5	6	10	13	56	76	1	2	4
✓								

B

'a'	'b'	'c'	'd'	'e'	'f'
✓					

C

a	b	1	1.2	e	34	2	2.5	6
✗								

### Declaration and Definition of 1D Array

Syntax: data-type name of the Array [no of elements];

Example:-      int Arr[5];



Compiler will allocate a Contiguous block of memory  
of Size = 5 \* sizeof(int)

\* The length of an array can be Specified by  
any Positive integer Constant expression.

`int A[5];` 

`int A[5+5];` 

`int A[5*3];` 

`int a;`  
`int A[a= 10/3];` 

`int A[-5];` 

⇒ Specifying the length of an array Using macro  
is Considered to be an excellent Practice.

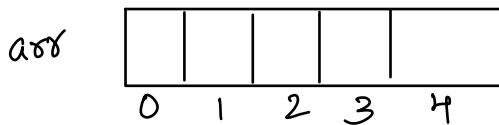
```
#define N 10  
int A[N];
```

This is macro

### Accessing Elements from 1D Array

To access an array elements, Just write

array-name [index];



Accessing the first element of an array: arr[0]

Accessing the Second element of an array: arr[1]

and So on....

⇒ Advantage of Using macro's

\* How to initialize one dimensional array ?

Method 1:-

```
int A[5] = { 1, 5, -1, 0, 7 };
```

Method 2:-

```
int A[] = { 1, 5, -1, 0, 7 };
```

Method 3:-

```
int A[5];  
A[0] = 1;  
A[1] = 5;  
A[2] = -1;  
A[3] = 0;  
A[4] = 7;
```

Method 4:-

```
int A[5];  
for (i=0; i<5; i++) {  
    scanf ("%d", &A[i]);  
}
```

10 101 7 13 99

10	101	7	13	99
0	1	2	3	4

Q what if number of elements are lesser than the length Specified?

$$\text{int } A[10] = \{ 7, -1, 2, 4, 0, 7 \}$$

The remaining locations of the array are filled by Value 0.

$$\text{int } A[10] = \{ 7, -1, 2, 4, 0, 7, 0, 0, 0, 0 \};$$

A simple tip

```
int A[10];  
for (i=0; i<10; i++) {  
    A[i] = 0;  
}
```

int  $A[10] = \{ 0 \} ;$  ✓

y

int  $A[10] = \{ \} ? \times$

Because, this is illegal.

$\Rightarrow$  you must have to specify at least 1 element  
it can not be completely empty.

$\Rightarrow$  and it is also illegal to add more elements  
than the length of an array.

## Designated Initialization of Array

Sometimes we want something like this

$\text{int } A[10] = \{1, 0, 0, 0, 0, 2, 3, 0, 0, 0\}$

we want 1 in index 0

2 in index 5

3 in index 6

$\text{int } A[10] = \{[0]=1, [5]=2, [6]=3\};$

And each number in Square bracket is said to  
be a designator.

*designated initialization*

# Introduction to Two-Dimensional (2D) Array

Recall that a multidimensional array is an array of arrays

How to declare a 1D array?

```
int arr[5];
```

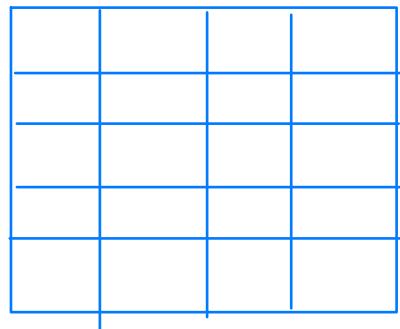


Now we add one more dimension here it becomes 2D array

```
int arr[5][4];
```



merge  
Them



$5 \times 4$   
(rows) (cols)

So we can say 2D Dimension array as a matrix  
it will have total  $5 \times 4 = 20$  elements

The size of this matrix is  $20 \times 4$   
 $= 80$  bits

How to Initialize two dimensional array?

Method 1

int arr[2][3] = { {1, 2, 3}, {4, 5, 6} };

	0	1	2
0	1	2	3
1	4	5	6

But there is some confusion

Method 2

int arr[2][3] = {{ {1, 2, 3}, {4, 5, 6} }};

row 0 $\rightarrow$	Col 0	Col 1	Col 2
	1	2	3
row 1 $\rightarrow$	4	5	6

## How to Access 2D Array Elements ?

Using row index and column index

### Example

we can access elements stored in 1<sup>st</sup> row and 2<sup>nd</sup> column of below array

	0	1	2
0	1	2	3
1	4	5	6

$a[0][1]$

## How to Print 2D array Elements ?

1D array elements can be printed by Using

Single for loop

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

```
for (i=0; i<5; i++) {  
    printf ("%d", a[i]);
```

}

2D array elements can be pointed using two nested  
for loops.

```
int a[2][3] = { {1,2,3}, {4,5,6} };
```

```
for (i=0; i<2; i++) {
```

```
    for (j=0; j<3; j++) {
```

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

```
}
```

```
}
```