

Array

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9:18 PM

* What is Array?

- list of similar elements
- collection of elements of similar datatype
- Data structure
- Continuous Memory block

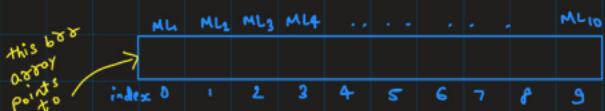
Use case

→ Instead of creating hundreds of variable
we can use an array of size hundred
to store all that data like int arr[1000]

array ke andar size
integer type data hoga
→ we created memory
location which will store
data of same datatype.

→ `int brr[10];` // $10 \times 4 = 40$ bytes space is allocated

→ continuous memory location allocated when array created.



→ this type of array creation is called
static array creation

* Creation of an Array :

`int money [127];` → 127×4 bytes

`char alpha [26];` → 26×1 bytes

`bool flags [27];` → 27×1 bytes

`long num [100];`

`short snum [1000];`

→ `int a = 5;` means symbol table me variable
a ke corresponding jo address hain wame
5 store hoga.

table where variable and
their corresponding address
is present

→ We can check address by using '&' operator.

address of

int a = 5;

cout << &a;

→ address of a print hogā

int arr[10]; → address of array arr.

cout << &arr;

cout << arr;

→ both will give same
output 'arr' points
to the address of array.

int a = 5; int arr[10];

cout << size of (a); // 4

cout << size of (arr); // 10 x 4 = 40

* array initialisation

→ int arr[] = {1, 2, 3, 4, 5};

→ int brr[5] = {1, 2, 3, 4, 5};

→ int arr[5] = {2, 4}

2	4	0	0	0
brace under the last three elements indicates they are zero-initialized				

baaki jagah me
zero store hogā

→ int arr[2] = {1, 2, 3, 4, 5};

this will give error since

array size is less than the no.

of element given

→ int n;

cin >> n;

int arr[n];

} bad practice

} Ex: 10 byte memory is

allocated to the program

but if user input n = 20

then the size of program

becomes 80 bytes, then

program will show bad behaviour

→ To counter this we use dynamic array

* Indexing in Array

↓
0-base indexing



→ first element of array is always in
 0^{th} index and last element is in
 $(n-1)^{\text{th}}$ index

int arr[10];

arr

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

$$\text{arr}[2] = 8$$

$$\text{arr}[5] = 10$$

$$\text{arr}[3] = 9$$

$$\text{arr}[8] = 1$$

$$\text{arr}[0] = 3$$

→ So for accessing all elements inside array
instead of writing each index we can
use loop like,

//Printing an array

int n=10;

```
for(int i=0 ; i<n ; i++) {  
    cout << arr[i];  
}
```

Output

» 3 5 8 9 12 10 6 7 1 2

// taking input in an array

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



if there is no element in this array then
garbage value will be stored

```
cin >> arr[0];
```

```
cin >> arr[1];
```

.

.

```
cin >> arr[4];
```

instead of this we can use loop

```
int n = 5;
```

```
for (int i = 0; i < n; i++) {
```

```
    cin >> arr[i];
```

}

→ formula:

$arr[i] \Rightarrow \text{value at } (\text{Base address} + (\text{datatype} * \text{index}))$

$\overbrace{104}^{\text{Base Address}}$ 108 112 116 120



$arr[2] \Rightarrow \text{value at } (104 + (4 * 2))$

$\Rightarrow \text{value at } (104 + 8)$

$\Rightarrow \text{value at } (112)$

so $arr[2] \Rightarrow \text{value at } 112 \text{ i.e. } 6$

- Q.) i. 10 size array
 ii. take i/p in that array
 iii. double-up each value of that array.

```

⇒ int arr[10];
for (int i=0; i<10; i++) {
    cin >> arr[i];
}
// doubling value
for (int i=0; i<10; i++) {
    arr[i] = arr[i] * 2;
}
// printing array
for (int i=0; i<10; i++) {
    cout << arr[i];
}
  
```

- Q.) i. 5 size array
 ii. 5 - i/p
 iii. total sum print

```

int arr[5];
for (int i=0; i<5; i++) {
    cin >> arr[i];
}
// total sum
int sum = 0;
for (int i=0; i<5; i++) {
    sum = sum + arr[i];
}
cout << sum;    // 10 as output
                // (4+3+2+1+0)
  
```

* Linear Search in an Array

→ used to search an element in an array

Ex → int arr[5] = {2, 4, 6, 8, 10};

int target = 10;

int n = 5;

bool flag = 0; // 0 → not found

// 1 → found

for (int i = 0; i < n; i++) {

if (arr[i] == target) {

cout << "found";

break;

flag = 1;

}

// So if loop ends but we did not found

that our element i.e. target is in the array

or not. So, that's where we use flag.

}

if (flag == 1)

cout << "found";

else

cout << "Not found";

return 0;

}

→ Output

→ Not found

* Arrays and functions

int main()

{

int arr[5];

solve(arr, size); // this is the way

{

this size means in
no. of elements
in array

solve(arr, size) {

- - -

// body - - -

}

Q) make a program for linear search using functions.

// linear search fn.

```
bool linearsearch ( int arr[], int size, int target) {  
    for (int i=0; i<size; i++) {  
        if (arr[i] == target) {  
            // found  
            return true;  
        }  
    }  
    // not found  
    return false; // ye statement tabhi execute  
                    // hoga jab if wali condition  
                    // true ni hagi
```

→ Count 0's and 1's in an Array

arr

arr	0	1	1	1	0	0	1	1
	0	1	2	3	4	5	6	7

int cZero = 0, cOne = 0;

```
for (int i=0; i<8; i++) {  
    if (arr[i] == 0)  
        cZero++;  
    else if (arr[i] == 1)  
        cOne++;
```

Output

⇒ cZero = 3
⇒ cOne = 5

→ Minimum no. in an Array

arr

20	4	15	2	6	8	11
0	1	2	3	4	5	6

In case of signed integer

range is $[-2^{31} \rightarrow 2^{31} - 1]$

INT-MIN

INT-MAX

to use this we include `#include <limits.h>`
header file

→ Best Practice

↳ Min. no. → INT_MAX
↳ Max no. → INT_MIN

// we do this so that when we need
to find minimum no. that no. cannot be
greater than INT_MAX. similarly,
to find max no. we compare with
INT_MIN becoz no. cannot be less than INT_MIN

Ex → int minAns = INT_MAX;

// tarika 1

```
for (int i = 0; i < n; i++) {  
    if (arr[i] < minAns) {  
        minAns = arr[i];  
    }  
}
```

// tarika 2

// using min fn. (predefined fn.)

```
for (int i = 0; i < n; i++) {  
    minAns = min(arr[i], minAns);  
}
```

Q) Make programs for both methods

H.W → Find maximum no. in an array

→ Reverse an Array

i/p \rightarrow arr

10	20	30	40	50	60
0	1	2	3	4	5

o/p \rightarrow arr

60	50	40	30	20	10
0	1	2	3	4	5

arr

60	50	40	30	20	10
0	1	2	3	4	5

left = 0, right = 5

```
swap (arr[left], arr[right])
      left++;
      right--;
```

after swap

10	50	40	30	20	60
0	1	2	3	4	5

left = 1, right = 4

```
swap (arr[left], arr[right])
      left++;
      right--;
```

after swap

10	20	40	30	50	60
0	1	2	3	4	5

left = 2, right = 3

```
swap (arr[left], arr[right])
      left++;
      right++;
```

after swap

10	20	20	40	50	60
0	1	2	3	4	5

left = 3, right = 2

Now, stop.

```
→ void reverseArray (int arr[], int size) {
```

```
    int left = 0;
    int right = size - 1;
    while (left <= right) {
        swap (arr[left], arr[right])
    }
    left++;
    right--;
}
```

|| using predefined swap fn.

H.W

implement swap fn. using

- inbuilt fn.
- add/sub method
- Using temp variable
- Using XOR

→ While Loop

```
int i = 1; // initialize
while (i <= n) { // condn. check
    cout << i; // body
    i++; // update
}
```

Output

Let n = 5

>> 1 2 3 4 5

now reverse array by using for loop

```
for (int left = 0, right = size-1; left <= right; left++, right++)  
{  
    swap(arr[left], arr[right]);  
}
```

→ both codes using while and for loop will work for even as well as odd size array.

→ Extreme point in an Array] → H.W

i/p \rightarrow

10	20	30	40	50	60
0	1	2	3	4	5

o/p \rightarrow

10	60	20	50	30	40
0	1	2	2	4	5

```
void extremePoint (int arr[], int size){  
    int left = 0;  
    int right = size-1;  
    while (left <= right){  
        cout << arr[left++] << endl;  
        cout << arr[right--] << endl;  
    }  
}
```

→ Output

\gg 10

60

20 → this is working correctly
50 for even size array

30 but for odd size array

40 it is printing middle no.
twice, as you can see below

$$\rightarrow \alpha\gamma[5] = \{10, 20, 30, 40, 50\};$$

Output

15

40

20

50

30

30

// adding an if cond^n.

→ void extremePoint (int arr[], int size){

```
int left = 0;
```

int right = size-1;

while (left <= right){

if (left == right)

```
cout << arr[left]; } 
```

else {

```
cout << arr[left++] << endl;
```

```
cout << arr[8] << endl;
```

3

25

// after adding if condn. this is giving right output for an odd size array.

Output

10

50

20

40

30