Arrays

Arrays

- C++ provides a data structure, the array, which stores a fixed-size sequential collection of elements of the same type.
- 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. A specific element in an array is accessed by an index.

Declaring Arrays

• To declare an array in C++, the programmer specifies the type of the elements and the number of elements required by an array as follows:

```
type arrayName [ arraySize ];
```

- This is called a single-dimension array. The arraySize must be an integer constant greater than zero and type can be any valid C++ data type.
- E.g., to declare a 10-element array called balance of type double, use this statement:

```
double balance[10];
```

Initializing Arrays

- You can initialize C++ array elements either
 - one by one

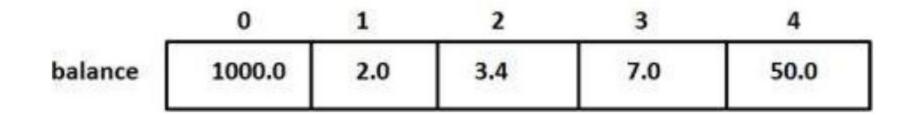
```
double balance[5];
balance[0] = 1000.0;
balance[1] = 2.0;
balance[2] = 3.4;
balance[3] = 7.0;
balance[4] = 50.0;
NOTE: In C++ the index
starts from 0 not from 1
e.g. length of an array = 5.
Indices = 0,1,2,3,4.
```

Or using a single statement as follows:

```
double balance[5] = {1000.0, 2.0, 3.4, 7.0, 50.0};
```

Initializing Arrays

• If you omit the size of the array, an array just big enough to hold the initialization is created.



Accessing Array Elements

• An element is accessed by indexing the array name. This is done by placing the index of the element within square brackets after the name of the array. For example:

```
double salary = balance[9];
```

Arrays - examples

```
int main()
     int n = 5;
     double b[n] = \{1, 2, 3, 4, 5\};
     for (int i=0; i< n; i++)
          cout<<br/>b[i]<<endl;</pre>
 output
```

```
int main()
    int n = 5;
    double b[n];
    b[0] = 1;
    b[1] = 2;
    b[2] = 3;
    b[3] = 4;
    b[4] = 5;
    for (int i=0; i<n; i++)
         cout<<br/>b[i]<<endl;</pre>
```