

Práctica 02. Vectores en C++

Vectores unidimensionales en C++

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Creare un C++ Console App



Create a new project

Choose a project template with code scaffolding to get started



Console App

Run code in a Windows terminal. Prints "Hello World" by default.

C++

Windows

Console

Create a new project

Recent project templates

- Console App C#
- CUDA 12.1 Runtime C++
- Windows Desktop Application C++
- Console App C++
- CUDA 11.7 Runtime C++

console x Clear all

All languages All platforms All project types



Console App

A project for creating a command-line application that can run on .NET on Windows, Linux and macOS

C# Linux macOS Windows Console



Console App

A project for creating a command-line application that can run on .NET on Windows, Linux and macOS

Visual Basic Linux macOS Windows Console



Console App

Run code in a Windows terminal. Prints "Hello World" by default.

C++ Windows Console



TypeScript Console Application

A basic TypeScript Console application template which can be run with your local node installation.

TypeScript Web



JavaScript Console Application

A basic JavaScript Console application template which can be run with your local node installation.

JavaScript Web



Console App (.NET Framework)

A project for creating a command-line application

C# Windows Console



Console App (.NET Framework)

A project for creating a command-line application

Visual Basic Windows Console



Console App

Back

Next

Crear un C++ Console App

Configure your new project

Console App C++ Windows Console

Project name

Prog02_VectoresenC

Location

C:\TrabajoLaboratorio\CUDATopico2\Projects\Verano2024

Solution

Create new solution

Solution name ⓘ

Prog02_VectoresenC

☐ Place solution and project in the same directory

Project will be created in "C:\TrabajoLaboratorio\CUDATopico2\Projects\Verano2024\Prog02_VectoresenC\Prog02_VectoresenC"

Back Create

Comandos

Definir un vector

```
Type vectName[size];
```

Ejemplo:

```
float array1[5];
```

Definir un vector como apuntador

```
Type* pointerName;  
pointerName = (Type *)malloc(size * sizeof(Type));
```

Ejemplo:

```
float *array2;  
array2 = (float *)malloc(numRen * sizeof(float));
```

Comandos

Acceder a un elemento del vector

```
vectName[i]=valor;
```

Ejemplo:

```
array1[0]=15;
```

Acceder a un elemento del vector

```
*(pointerName + step)=valor;
```

Ejemplo:

```
*(array1 + step)=100;
```

Conocer la dirección de memoria de un vector

```
&vectName  
&vectName[0]
```

Ejemplo:

```
&array2[i]
```

Liberar la memoria reservada con el comando malloc

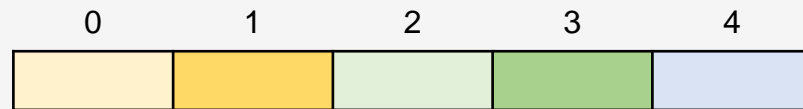
```
free(pointerName);
```

Ejemplo:

```
free(array2);
```

Elementos de vectores

Vector 1 x 5



Índice de elementos

`vector[i]`

donde: $i \in [0 \ n - 1]$

Memoria

CPU (Host)

A01	numReng	5				
A05						
A10	array1				...	
A15	array2				...	
A20						
B01						
B15						
C01	array1Ptr	A10				
C05						
C20						
C30						
E07						
E10						

Código

```
////////////////////////////////////
//          Program 02 Arrays          //
// Autor: Sandra Luz Canchola Magdaleno //
// Email: sandracanchola@yahoo.com     y //
//          sandra.canchola@uaq.mx     //
////////////////////////////////////

#include <iostream>
#include <time.h>
using namespace std;
const int numRen = 5;

int main(int argc, char* argv[])
{
    float array1[numRen];
    float *array2;
    float *array1Ptr;

    array1Ptr = &array1[0];
    array2 = (float *)malloc(numRen * sizeof(float));
    srand((unsigned)time(NULL));

    for (int i = 0; i < numRen; i++)
    {
        array1[i] = ((float)rand() / (float)RAND_MAX) * 100;
        array2[i] = ((float)rand() / (float)RAND_MAX) * 100;
    }

    cout << "=====\n";
    cout << "The memory addresses of the variables are:\n";
    cout << "A ) array1 is: " << &array1[0] << "\n";
    cout << "A') array1 is: " << &array1 << "\n";
    cout << "B ) array2 is: " << &array2 << "\n";
}
```


Código

```
cout << "=====\n";
cout << "The contents of the pointer variables are:\n";
cout << "A) array1Ptr is: " << array1Ptr << "\n";
cout << "B) array2 is: " << array2 << "\n";

cout << "=====\n";
cout << "The memory addresses of the elements of the arrays are:\n";
for (int i = 0; i < numRen; ++i)
{
    cout << i + 1 << ") array1[" << i << "]: " << &array1[i];
    cout << " -- array2[" << i << "]: " << &array2[i] << "\n";
}

cout << "=====\n";
cout << "The content of the arrays are:\n";
for (int i = 0; i < numRen; ++i)
{
    cout << i + 1 << ") array1[" << i << "]: " << array1[i];
    cout << " -- array2[" << i << "]: " << array2[i] << "\n";
}

cout << "=====\n";
cout << "The content of the arrays using index are:\n";
for (int i = 0; i < numRen; ++i)
{
    array1[i] = array1[i] + 100;
    array2[i] = array2[i] + 100;
    cout << i + 1 << ") array1[" << i << "]: " << array1[i];
    cout << " -- array2[" << i << "]: " << array2[i] << "\n";
}
```

Código

```
cout << "=====\n";
cout << "The content of the arrays using pointers are:\n";
for (int i = 0; i < numRen; ++i)
{
    *(array1 + i) = *(array1 + i) + 20;
    *(array1Ptr + i) = *(array1Ptr + i) + 20;
    *(array2 + i) = *(array2 + i) + 20;
    cout << i + 1 << ") array1[" << i << "]: " << array1[i];
    cout << " -- array2[" << i << "]: " << array2[i] << "\n";
}

cout << "=====\n";

free(array2);
system("pause");
return 0;
}
```

Corrida

```
C:\TrabajoLaboratorio\CUD x + v
=====
The memory addresses of the variables are:
A ) array1 is: 00000079D994F858
A') array1 is: 00000079D994F858
B ) array2 is: 00000079D994F888
=====
The contents of the pointer variables are:
A) array1Ptr is: 00000079D994F858
B) array2 is: 000001A1F7A7E3C0
=====
The memory addresses of the elements of the arrays are:
1) array1[0]: 00000079D994F858 -- array2[0]: 000001A1F7A7E3C0
2) array1[1]: 00000079D994F85C -- array2[1]: 000001A1F7A7E3C4
3) array1[2]: 00000079D994F860 -- array2[2]: 000001A1F7A7E3C8
4) array1[3]: 00000079D994F864 -- array2[3]: 000001A1F7A7E3CC
5) array1[4]: 00000079D994F868 -- array2[4]: 000001A1F7A7E3D0
=====
The content of the arrays are:
1) array1[0]: 48.6587 -- array2[0]: 48.1368
2) array1[1]: 21.0395 -- array2[1]: 77.1325
3) array1[2]: 68.0044 -- array2[2]: 17.307
4) array1[3]: 55.5467 -- array2[3]: 76.6625
5) array1[4]: 72.9667 -- array2[4]: 53.6882
=====
The content of the arrays using index are:
1) array1[0]: 148.659 -- array2[0]: 148.137
2) array1[1]: 121.039 -- array2[1]: 177.132
3) array1[2]: 168.004 -- array2[2]: 117.307
4) array1[3]: 155.547 -- array2[3]: 176.663
5) array1[4]: 172.967 -- array2[4]: 153.688
=====
The content of the arrays using pointers are:
1) array1[0]: 188.659 -- array2[0]: 168.137
2) array1[1]: 161.039 -- array2[1]: 197.132
3) array1[2]: 208.004 -- array2[2]: 137.307
4) array1[3]: 195.547 -- array2[3]: 196.663
5) array1[4]: 212.967 -- array2[4]: 173.688
```

Bibliografía

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Gracias por su atención



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