Structured Programming CSE 103

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• Syntax:

storage-class data- type array[expression1] [expression2]
. . . [expression n];

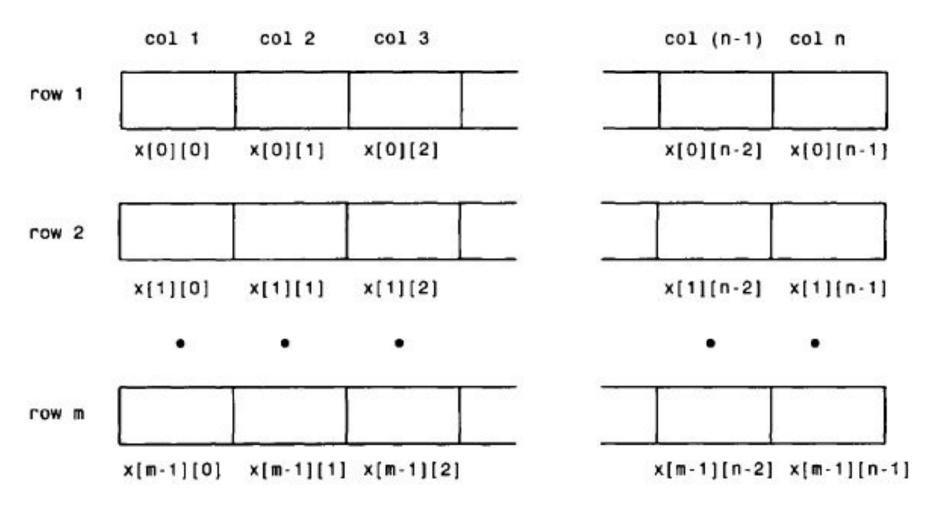
where storage-class refers to the storage class of the array, data- type is its data type, array is the array name, and expression 1, expression 2, . . ., expression n are positive-valued integer expressions that indicate the number of array elements associated with each subscript.

Remember that the storage-class is optional; the default values are automatic for arrays that are defined inside of a function, and external for arrays defined outside of a function.

float x[3][4];

	Column 1	Column 2	Column 3	Column 4
Row 1	x[0][0]	x[0][1]	x[0][2]	x[0][3]
Row 2	x[1][0]	x[1][1]	x[1][2]	x[1][3]
Row 3	x[2][0]	x[2][1]	x[2][2]	x[2][3]

 An m x n, two-dimensional array can be thought of as a table of values having m rows and n columns



• Example:

```
float table[50][50];
char page[24][80];
double records[100][66][255];
double records[L][M][N];
```

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

Note that values can be thought of as a table having 3 rows and 4 columns (4 elements per row).

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

Variation of the two-dimensional array definition

This definition results in the same initial assignments as in the last example.

Now consider:

This definition assigns values only to the first three elements in each row.

```
values[0][0] = 1   values[0][1] = 2   values[0][2] = 3   values[0][3] = 0
values[1][0] = 4   values[1][1] = 5   values[1][2] = 6   values[1][3] = 0
values[2][0] = 7   values[2][1] = 8   values[2][2] = 9   values[2][3] = 0
```

```
int values[3][4] = \{1, 2, 3, 4, 5, 6, 7, 8, 9\};
```

 Then three of the array elements will again be assigned zeros, though the order of the assignments will be different.

```
values[0][0] = 1   values[0][1] = 2   values[0][2] = 3   values[0][3] = 4
values[1][0] = 5   values[1][1] = 6   values[1][2] = 7   values[1][3] = 8
values[2][0] = 9   values[2][1] = 0  values[2][2] = 0  values[2][3] = 0
```

Finally, consider the array definition

• This will result in a compilation error, since the number of values in each inner pair of braces (five values in each pair) exceeds the defined array size (four elements in each row).

Consider the following three-dimensional array definition

```
int t[10][20][30] = {
                                                /* table 1 */
                                {1, 2, 3, 4},
                                                /* row 1 */
                                {5, 6, 7, 8},
                                               /* row 2 */
                                {9, 10, 11, 12} /* row 3 */
                            },
                            {
                                                /* table 2 */
                                {21, 22, 23, 24}, /* row 1 */
                                {25, 26, 27, 28}, /* row 2 */
                                {29, 30, 31, 32} /* row 3 */
                            }
                         };
t[0][0][0] = 1
                 t[0][0][1] = 2 t[0][0][2] = 3 t[0][0][3] = 4
t[0][1][0] = 5 t[0][1][1] = 6 t[0][1][2] = 7 t[0][1][3] = 8
t[0][2][0] = 9
                 t[0][2][1] = 10 t[0][2][2] = 11
                                                    t[0][2][3] = 12
t[1][0][0] = 21 t[1][0][1] = 22 t[1][0][2] = 23 t[1][0][3] = 24
t[1][1][0] = 25 t[1][1][1] = 26 t[1][1][2] = 27 t[1][1][3] = 28
t[1][2][0] = 29 t[1][2][1] = 30
                                  t[1][2][2] = 31
                                                    t[1][2][3] = 32
  All of the remaining array elements will be assigned zeros
```

```
1.#include<stdio.h>
 2.int main(){
 3.int i=0, j=0;
 4.int arr[4][3]={{1,2,3},{2,3,4},{3,4,5},{4,5,6}};
 5.//traversing 2D array
 6.for(i=0;i<4;i++){
 7. for(j=0;j<3;j++){
 8.
       printf("arr[%d] [%d] = %d \n",i,j,arr[i][j]);
 9. }//end of j
10.}//end of i
11.return 0;
12.}
```

Output:

```
arr[0][0] = 1
arr[0][1] = 2
arr[0][2] = 3
arr[1][0] = 2
arr[1][1] = 3
arr[1][2] = 4
arr[2][0] = 3
arr[2][1] = 4
arr[2][2] = 5
arr[3][0] = 4
arr[3][1] = 5
arr[3][2] = 6
```

```
1.#include <stdio.h>
2.void main ()
    int arr[3][3],i,j;
    for (i=0;i<3;i++)
       for (j=0;j<3;j++)
         printf("Enter a[%d][%d]: ",i,j);
         scanf("%d",&arr[i][j]);
    printf("\n printing the elements ....\n");
    for(i=0;i<3;i++)
       printf("\n");
       for (j=0;j<3;j++)
         printf("%d\t",arr[i][j]);
```

2D array example: Storing elements in a matrix and printing it.

C program to add two matrix:

```
int main()
{
   int m, n, c, d, first[10][10], second[10][10], sum[10][10];
   printf("Enter the number of rows and columns of matrix\n");
   scanf("%d%d", &m, &n);
   printf("Enter the elements of first matrix\n");
   for (c = 0; c < m; c++)
     for (d = 0; d < n; d++)
         scanf("%d", &first[c][d]);
   printf("Enter the elements of second matrix\n");
   for (c = 0; c < m; c++)
     for (d = 0 ; d < n; d++)
            scanf("%d", &second[c][d]);
   printf("Sum of entered matrices:-\n");
   for (c = 0; c < m; c++) {
     for (d = 0 ; d < n; d++) {
         sum[c][d] = first[c][d] + second[c][d];
         printf("%d\t", sum[c][d]);
      printf("\n");
   return 0:
```

Output of previous program:

```
Enter the number of rows and columns of matrix
2
2
Enter the elements of first matrix
1 2
3 4
Enter the elements of second matrix
5 6
2 1
Sum of entered matrices:-
6 8
5 5
```

Thank you