



Lecture 10

Arrays: Multidimensional array layout, types of arrays, element selector design, Design Issues

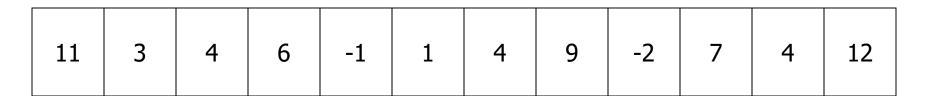


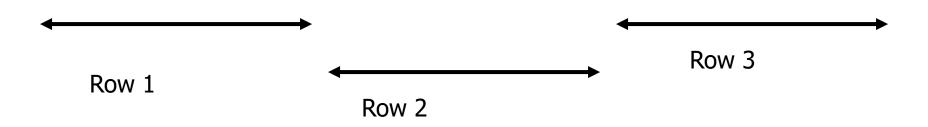
### Layout of Multidimensional arrays

- Address computation
  - row-major layoutrows appear side by side
  - column-major layout
    columns appear side by side



# Row major array layout (in C)





#### Address computation of an element M[i][j]

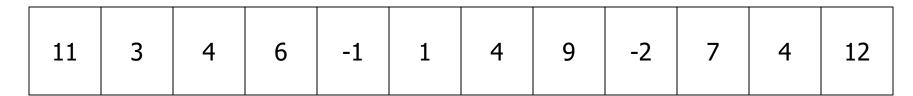
let the size of the matrix be m x n

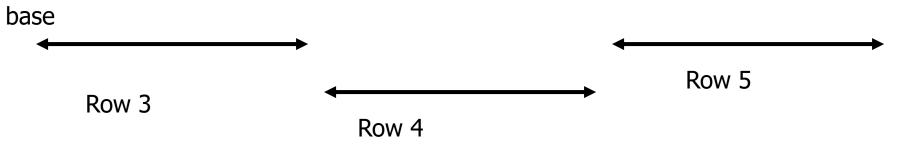
the type of all elements is same (Let w be the width of the type)

address of  $M[i][j] = (i \times n + j) \times w$ 



# Row major array layout (in Pascal) var M: array[3..5][2..5] of integer





#### Address computation of an element M[i][j]

subranges [low1..high1] and [low2..high2] the type of all elements is same (say w be the width) address of M[i][j] = ??



## Compute the address of A[9][4]

- Var A: array[6..10][3..6] of integer;
- Layout: row major form

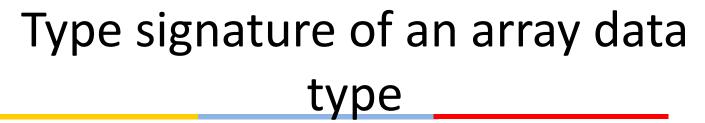


## Array values and initialization

Array initialization is done while array declaration

int 
$$A[] = \{ 20, -1, 10, -19, 30 \}$$

Size is computed at compile time as is 5.
 Accordingly 5 contiguous memory locations are allocated for A.





 Is described by the size of the array and the type of each element

#### Example 1

- typedef int ARRAY[20];
- Type of the data type ARRAY can be described as an expression array(20, int)

#### Example 2

- typedef int matrix[15][20];
- Type of the data type matrix can be described as an expression array(15, array(20,int))



### Design Issues

- What should be the type of the subscripts?
- Whether an expression can be an index of an array element?
- When should the index value be checked to be in permissible limits?
- When can the relative address be computed?
- What should be the layout form for multidimensional arrays?
- Can array be initialized when they have their storage allocated?



### Array categories

Name the categories with respect to the subscript binding and storage allocation of arrays you have used.

- Static array
- Fixed stack-dynamic array
- Stack-dynamic array
- Fixed heap-dynamic array