# Java Array

Lecture - 5

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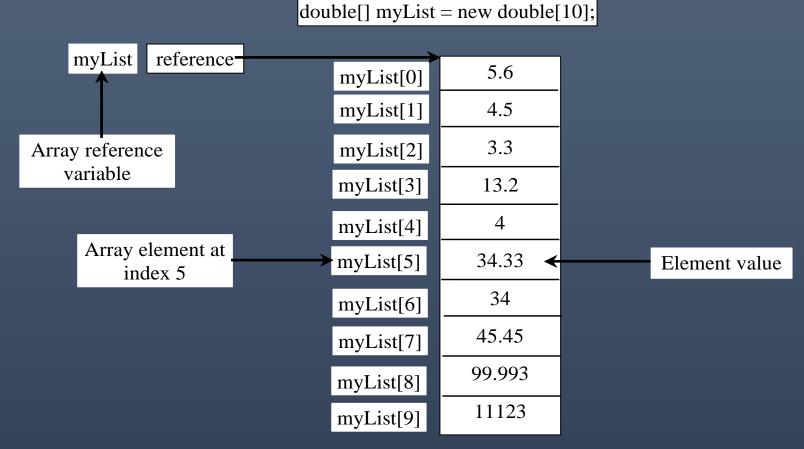
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### **Introducing Arrays**

- Array is a data structure that represents a collection of the same types of data.
- Arrays in Java are objects that can be treated just like other objects in the language



## **Declaring Array Variables**

```
□Syntax 1:
     datatype[] arrayRefVar;
       Example:
       double[] myList;
□Syntax 2:
     datatype arrayRefVar[];
       Example:
       double myList[];
```

// This style is allowed, but not preferred

### **Creating Arrays**

**□**Declaring and Creating in Two Steps

```
double[] myList;
myList = new double[10];
```

**□**Declaring and Creating in One Step

```
double[] myList = new double[10];
```

## The Length of an Array

- Once an array is created, its size is fixed. It cannot be changed.
- To find the size of an array:

arrayRefVar.length

For example,

myList.length returns 10

double[] myList = new double[10];

myList[0]	5.6
myList[1]	4.5
myList[2]	3.3
myList[3]	13.2
myList[4]	4
myList[5]	34.33
myList[6]	34
myList[7]	45.45
myList[8]	99.993
myList[9]	11123

#### Declaring, creating, initializing Using the Shorthand Notation

```
double[] myList = \{1.9, 2.9, 3.4, 3.5\};
```

This shorthand notation is equivalent to the following statements:

double[] myList = new double[4];

```
myList[0] = 1.9;
```

$$myList[1] = 2.9;$$

$$myList[2] = 3.4;$$

$$myList[3] = 3.5;$$

## Initializing arrays with input values

```
public class InputArray{
public static void main(String args[]){
     double myList[]=new double[5];
     Scanner input = new Scanner(System.in);
        System.out.print("Enter " + myList.length + " values: ");
     for (int i = 0; i < myList.length; i++) {
            myList[i] = input.nextDouble();
      for (int i = 0; i < myList.length; i++) {
          System.out.println(myList[i]);}
```

#### Initializing arrays with random values

```
public class InputRandomArray{
public static void main(String args[]){
    double myList[]=new double[5];
    for (int i = 0; i < myList.length; i++) {
              myList[i] = Math.random() * 100;
              System.out.println(myList[i]);
```

### **Enhanced for Loop (for-each loop)**

```
In general, the syntax is
    for (elementType value: arrayRefVar) {
     // Process the value
public class Test{
public static void main(String args[]){
    int[] numbers = \{10,20,30,40,50\};
    for(int x : numbers ){
          System.out.print(x);
          System.out.print(",");
```

Output: 10,20,30,40,50,

#### Sending an Array as a parameter to a Method

```
public class ArrayMethod {
static public void add(int[] a)
      int sum=0;
      for(int i=0;i< a.length;i++){
         sum=sum+a[i];
        System.out.println("array value:" + a[i]);
     System.out.println("summation:" + sum);
public static void main(String[] args) {
  int a[]=\{2,3,5\};
     add(a);
```

#### Output is:

array value:2 array value:3 array value:5 summation:10

## **Two-dimensional Arrays (Declaration)**

```
// Declare array ref var
dataType[][] refVar;
// Create array and assign its reference to variable
refVar = new dataType[10][10];
// Combine declaration and creation in one statement
dataType[][] refVar = new dataType[10][10];
// Alternative syntax
dataType refVar[][] = new dataType[10][10];
```

#### Declaring, Creating, and Initializing Using Shorthand Notations

You can also use an array initializer to declare, create and initialize a two-dimensional array. For example,

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

int[][] array = new int[4][3];
    array[0][0] = 1; array[0][1] = 2; array[0][2] = 3;
    array[1][0] = 4; array[1][1] = 5; array[1][2] = 6;
    array[2][0] = 7; array[2][1] = 8; array[2][2] = 9;
    array[3][0] = 10; array[3][1] = 11; array[3][2] = 12;
```