

---

# Arrays

---

**10**

**10**

**10**

---

```
int    a    =    10
```

```
int    b    =    10
```

```
int    c    =    10
```

---

**int      a    =    10**

**int      a    =    10**

**int      a    =    10**

**int      a    =    10**

**int      a    =    10**

**int      a    =    10**

---

**int      a    =    10**

**int      b    =    10**

**int      c    =    10**

**int      d    =    10**

**int      e    =    10**

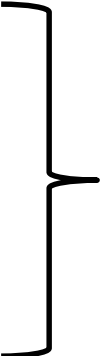

**int      f    =    10**

# Arrays

---

`int a[];`  Declaration

`a=new int[3];`  Instantiation

`a[0]=100;`  
`a[1]=200;`  
`a[2]=300;`   Initialization

---

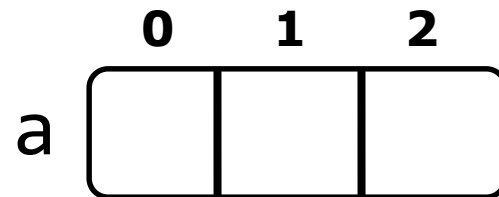
```
int a[];
```

```
a=new int[3];
```

```
a[0]=100;
```

```
a[1]=200;
```

```
a[2]=300;
```

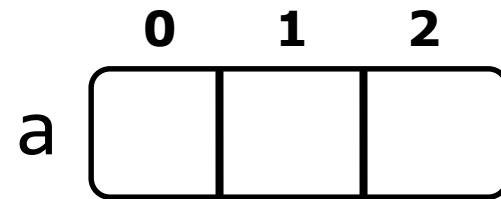


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Single Dimensional

Two Dimensional

Multi Dimensional





---

```
int    a[] = new int[2];
```

```
int[]   a = new int[3];
```

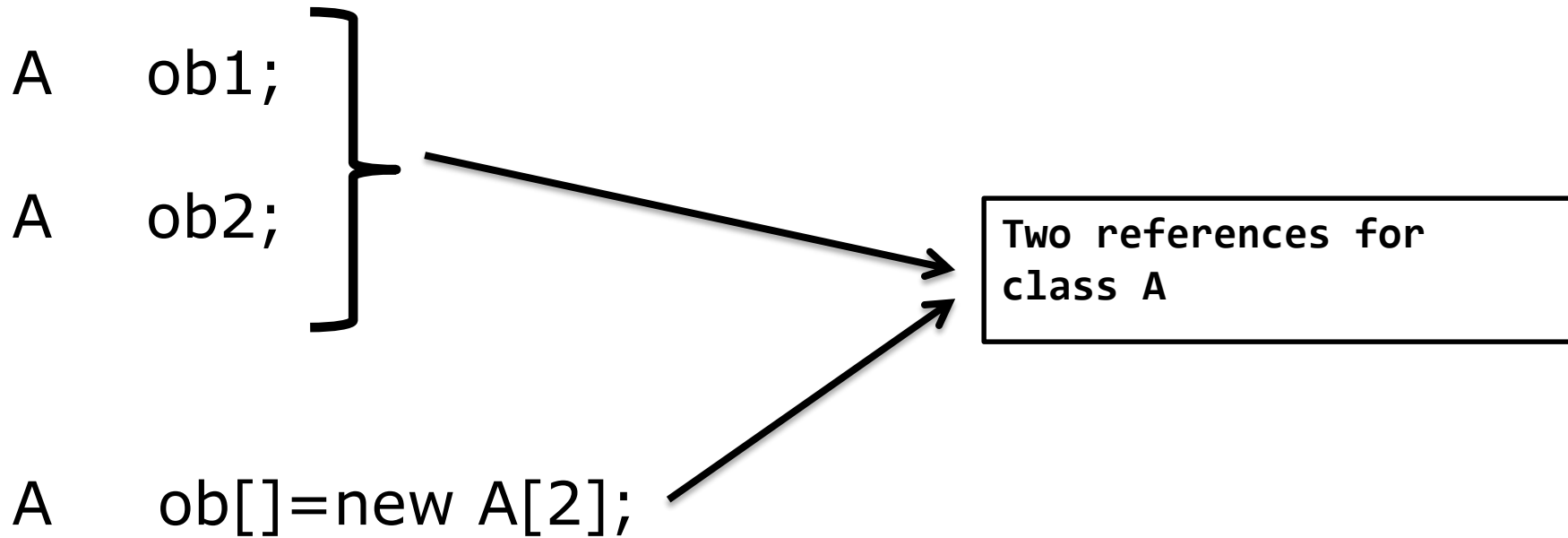
```
int    a[] = {10,20,30,40,50};
```

## Arrays using Class

---

A ob1;

A ob2;



---

A    ob1  =  new A();

A    ob2  =  new B();

A    ob3  =  s1;

A    ob4  =  s2;

A  s1=new  A();  
   s1.x=100;

B  s2=new  B();  
   s2.x=200;  
   s2.y=300;

---

A    ob1    =    s1;

A    ob2    =    s2;

     ob[0] =    s1;

     ob[1] =    s2;

**A    s1=new   A();  
     s1.x=100;**

**B    s2=new   B();  
     s2.x=200;  
     s2.y=300;**

---

```
A ob[]=new A[2];
```

```
    ob[0]=s1;
```

```
    ob[1]=s2;
```

```
    ob[0].add();
```

```
    ob[1].add();
```

```
B o3=(B)ob[1];
```

```
    o3.add();
```

```
    o3.sum();
```

```
A s1=new A();
```

```
    s1.x=100;
```

```
B s2=new B();
```

```
    s2.x=200;
```

```
    s2.y=300;
```

---

```
int a[][];
```

```
a=new int[2][3];
```

a

	0	1	2
0			
1			

---

	0	1	2
0			
1			




---

```
int a[][];
```

```
a=new int[2][2];
```

```
a[0][0]=100;
```

```
a[0][1]=200;
```

```
a[1][0]=300;
```

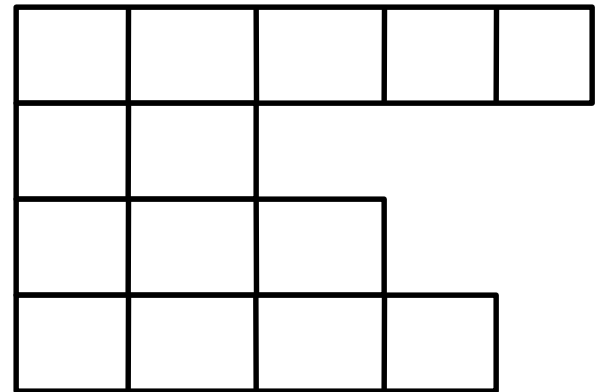
```
a[1][1]=400;
```

---

```
int a[][]=  
    {  
        {10,20,30,40,50,60,70},  
        {15,25,35,45,55,65,75},  
        {5,10,15,20,25,30,35}  
    };
```

---

```
int a[][] = new int[4][];
```



---

```
int a[][] = new int[4][];
```

```
a[0]=new int[5];  
a[1]=new int[2];  
a[2]=new int[3];  
a[3]=new int[4];
```

