

## Arrays in C++

(ds)

\* What is an array?

- An array is a collection of logically related data items of the same datatype, that share a common name.
- All the items of array are stored in contiguous memory locations.
- Individual elements of an array are accessed and manipulated using the array name followed by their index.
- It can be used to represent
  - ⇒ a vector ⇒ one dimensional array
  - ⇒ matrix ⇒ two dimensional array.
- Can be used for storing and manipulating strings (sequence of characters).

\* Array Definition

- The array variable must be defined before its use.
- Syntax for array definition is

`datatype Array name [size];`

⇒ datatype ⇒ primitive or user defined.

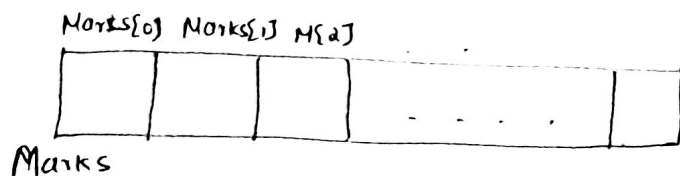
⇒ size ⇒ maximum number of elements the array can hold.

~ (Eg) `int marks[50];` ⇒ integer array of size 50.

`float price[50];`

`char name[30];`

- The definition tells the compiler that marks is an array of type integer and can store 50 integers.
- Compiler reserves 4 bytes of memory for each integer array element.



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## \* Array Initialization at Definition

- Arrays can be initialized at the point of their definition

(Eg) `int a[5] = { 10, 20, 30, 40, 50 } ;`

(Or)

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

→ If the array size is omitted, the C++ compiler automatically allocates memory space for all elements in the array.

- Other eg:

`char xyz[10] = { 'a', 'b', 'c' } ;`

→ Here the no. of elements is less than the size

→ The values for 4th to 10th elements of the array will be set to zero automatically.

## \* Accessing Array Elements

- Once an array variable is defined, its elements can be accessed using an index (or subscript) in bracket [ ].

Syntax:

`Arrayname [index] ;`

index → integer constant

→ variable

→ expression

- In an array of N elements, the first element is indexed by zero and the last element by N-1

(Eg) `int a[5] = { 10, 20, 30, 40, 50 } ;`

`a[0]` refers to 1st element (ie) 10.

`a[4]` refers to last element (ie) 50.

Note:

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\* The amount of storage required by the array is calculated using the type and size of array.

- Size is calculated in bytes.

- Total bytes = size of (data type) \* size of array.

Size of `char [20]` is 20 bytes.

`int [20]` is 40 (or) 80 bytes.

\* No array bound validation

- C++ does not support bound checking.

→ does not check for array index validity while accessing array elements.

(Eg) `void main()`

```
{  
    int a[20];  
    a[35] = 1250;  
    cout << a[35];  
}
```

// No compiler nor runtime error will be displayed.

1) Program to sort n numbers in ascending order.

```
#include <iostream.h>
```

```
void main()
```

```
{
```

```
    int a[10], n, temp;
```

```
    cout << "Enter the no. of elements" << endl;
```

```
    cin >> n;
```

```
    cout << "Enter the elements" << endl;
```

```
    for (int i = 0; i < n; i++)
```

```
        cin >> a[i];
```

```
for (int i=0 ; i < n-1; i++)
```

```
{
```

```
for (int j=i+1; j < n ; j++)
```

```
{
```

```
if (a[i] > a[j])
```

```
{
```

```
temp = a[i];
```

```
a[i] = a[j];
```

```
a[j] = temp;
```

```
}
```

```
}
```

```
cout << "The elements in ascending order is" << endl;
```

```
for (int i=0 ; i < n ; i++)
```

```
cout << a[i] ;
```

```
}
```

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O/P: Enter the no. of elements

5

Enter the elements

2 3 5 1 4

The elements in ascending order is

1 2 3 4 5

2) Program to find the smallest and biggest element in an array.

```
void main()
```

```
{
```

```
int a[10], n, small, big
```

```
cout << "Enter no. of elements" << endl;
```

```
cin >> n;
```

```
cout << "Enter the elements" << endl;
```

```
for (int i=0; i < n; i++)
```

```
cin >> a[i];
```

```
small = a[0];
```

```
big = a[0];
```

```
for (i=1; i < n ; i++)
```

```
{
```

```
if a[i] < small
```

```
small = a[i];
```

```
else
```

```
if a[i] > big
```

```
big = a[i];
```

```
cout << "The biggest no. is" << endl;
```

```
cout << "The smallest no. is" << endl;
```

```
<< small;
```

# Multi-dimensional Arrays

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## \* Definition

Syntax:

`datatype arrayname [size1] [size2] ... [sizen];`

(Eg) `int abc [4] [3] [3]` .  $\Rightarrow$  3 dimensional array with array name abc.

## Two Dimensional Arrays:

### \* Definition

Syntax:

`datatype arrayname [size1] [size2];`

size1  $\rightarrow$  row size  
size2  $\rightarrow$  column size

(Eg) `int a [3] [4];`  
`float b [3] [2];`

### \* 2D array initialization at definition

2D array can be initialized using the syntax:

Syntax:

`datatype matrixname [row size] [col. size] = { { 1st row elements } ,  
{ 2nd row elements } , ... { n-1 th row elements } };`

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

Note: (i) The first subscript (size of row) can be omitted

(eg) `int a [ ] [2] = { { 1, 2 } , { 3, 4 } , { 5, 6 } , { 7, 8 } };`

(ii) The inner braces can also be omitted. But it lacks readability.

(Eg) `int a [ ] [2] = { 1, 2, 3, 4, 5, 6, 7, 8 };`

## \* Accessing 2D array elements :

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- 2D array elements can be accessed using the syntax,

Syntax

arrayname[i][j] ;

i → row number

j → column number .

(Ex) `int a[3][4] = { {1, 2, 3, 4}, {5, 6, 7, 8}, {9, 10, 11, 12} }`

`a[2][0]` ⇒ refers to 9

`a[1][2]` ⇒ refers to 7

	0	1	2	3
0	1	2	3	4
1	5	6	7	8
2	9	10	11	12

## 1) Program to add two matrices

```
#include <iostream.h>
```

```
void main()
```

```
{
```

```
int a[10][10], b[10][10], c[10][10];
```

```
int x, y, p, q, i, j;
```

```
cout << "Enter the no. of rows and columns of Matrix A \n";
```

```
cin >> x >> y;
```

```
cout << "Enter the no. of rows and columns of Matrix B \n";
```

```
cin >> p >> q;
```

```
if ((x == p) && (y == q))
```

```
{
```

```
cout << "Enter Matrix A elements \n";
```

```
for(i=0; i<x; i++)
```

```
for(j=0; j<y; j++)
```

```
cin >> a[i][j];
```

cout << "Enter matrix B elements \n" ;

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for ( i = 0 ; i < p ; i++ )

for ( j = 0 ; j < q ; j++ )

cin >> b [ i ] [ j ] ;

for ( i = 0 ; i < x ; i++ )

for ( j = 0 ; j < y ; j++ )

c [ i ] [ j ] = a [ i ] [ j ] + b [ i ] [ j ] ;

cout << " The resultant matrix after addition \n" ;

for ( i = 0 ; i < x ; i++ )

for ( j = 0 ; j < y ; j++ )

cout << c [ i ] [ j ] << " " ;

cout << endl ;

}

}

O/P: Enter the no. of rows and columns of Matrix A

3 4

Enter the no. of rows and columns of Matrix B

3 4

Enter Matrix A elements

1	2	3	4
5	6	7	8
9	10	11	12

Enter Matrix B elements

1	2	3	4
5	6	7	8
9	10	11	12

The resultant matrix after addition

2	4	6	8
10	12	14	16
18	20	22	24

## 2) Program for Matrix Multiplication

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```
#include <iostream.h>

void main()
{
    int a[10][10], b[10][10], c[10][10], x, y, p, q;
    cout << "Enter the order of matrix A\n";
    cin >> x >> y;
    cout << "Enter the order of matrix B\n";
    cin >> p >> q;
    if (y == p)
    {
        cout << "Enter the matrix A\n";
        for (int i = 0; i < x; i++)
            for (int j = 0; j < y; j++)
                cin >> a[i][j];

        cout << "Enter the matrix B\n";
        for (int i = 0; i < p; i++)
            for (int j = 0; j < q; j++)
                cin >> b[i][j];

        for (int i = 0; i < x; i++)
            for (int j = 0; j < q; j++)
            {
                c[i][j] = 0;
                for (int k = 0; k < p; k++)
                    c[i][j] = c[i][j] + a[i][k] * b[k][j];
            }
        cout << "The resultant matrix after multiplication\n";
        for (int i = 0; i < x; i++)
            for (int j = 0; j < q; j++)
                cout << c[i][j] << " ";
        cout << endl;
    }
}
```



## Arrays within a class.

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- Arrays can be used as member variables in a class.

(Eg) #include <iostream.h>

```
const int size = 5;
```

```
class student
```

```
{
```

```
int rollno;
```

```
int marks[size];
```

```
public:
```

```
void getmarks();
```

```
void total();
```

```
};
```

```
void student::getmarks()
```

```
{
```

```
cout << "Enter roll no : \n" ;
```

```
cin >> rollno ;
```

```
for(int i = 0; i < size; i++)
```

```
{
```

```
cout << "Enter marks in subject " << (i+1) << " : ";
```

```
cin >> marks[i];
```

```
}
```

```
}
```

```
void student::total()
```

```
{
```

```
int total = 0;
```

```
for(int i = 0; i < size; i++)
```

```
{
```

```
total += marks[i];
```

```
}
```

```
cout << "Total marks \n" << total ;
```

```
}
```

void main( )

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```
{
    student s1, s2;    // creates obj for 2 students
    s1.getmarks();      // Get marks in 5 subjects for 1st student
    s1.total();         // Find total marks for 1st student
    s2.getmarks();      // Get marks for 2nd student
    s2.total();         // Find total marks for 2nd student.
}
```

- Here the memory space for array is allocated when object of class is declared.

### Array of Objects

\* Array of variables of type class.

- For the above program, an array of objects can be created as follows, each element representing individual student.

void main( )

```
{
    student s[5];
    for(int i=0; i<5; i++)
    {
        cout << "\n Enter details of student " << (i+1) << endl;
        s[i].getmarks();
    }
    for(int i=0; i<5; i++)
    {
        cout << "Total marks for student " << (i+1) << endl;
        s[i].total();
    }
}
```