ARRAYS

classnote

What is an Array?

An **array** is a collection of elements of the *same data type* stored in *contiguous memory locations*.

It allows you to store multiple values under a single variable name.

Example:

```
If you want to store 5 integers —

instead of writing int a1, a2, a3, a4, a5;

you can write int a[5];
```

Basic Problems on Arrays

Input and Output of an Array
Sum of All Elements
Maximum and Minimum Element
Reverse the Array

Count Even and Odd Numbers

1D Array (One-Dimensional Array)

Syntax:

```
data_type array_name[size];
```

Example:

```
#include <stdio.h>
int main() {
   int marks[5] = {85, 90, 78, 92, 88};

   for(int i = 0; i < 5; i++) {
      printf("marks[%d] = %d\n", i, marks[i]);
   }
   return 0;
}</pre>
```

Explanation:

- 1. marks[5] declares an array with 5 elements.
- 2. marks[0] is the first element.
- 3. You can access or modify elements using their **index** (starting from 0).

2D Array (Two-Dimensional Array)

A **2D array** is like a table with rows and columns.

Think of it as an array of arrays.

Syntax:

```
data_type array_name[rows][columns];
```

Example:

```
#include <stdio.h>
int main() {
    int matrix[2][3] = { {1, 2, 3}, {4, 5, 6} };

    for(int i = 0; i < 2; i++) {
        for(int j = 0; j < 3; j++) {
            printf("%d ", matrix[i][j]);
        }
        printf("\n");
    }
    return 0;
}</pre>
```

Explanation:

matrix[2][3] means 2 rows and 3 columns.

Elements are accessed using two indices:

- \square matrix[0][0] $\rightarrow 1$
- \square matrix[1][2] $\rightarrow 6$

Memory Concept

- □ 1D array stores elements sequentially in memory.
- ☐ 2D array stores elements **row-wise**

```
Example layout for int a[2][3] = \{\{1,2,3\},\{4,5,6\}\}:
Memory stores as \rightarrow 1 2 3 4 5 6
```

Basic Problems on Arrays

Problem: Take 5 integers from the user and print them.

```
#include <stdio.h>
int main() {
    int arr[5];
    for(int i = 0; i < 5; i++) {
        scanf("%d", &arr[i]);
    }
    for(int i = 0; i < 5; i++) {
        printf("%d ", arr[i]);
    }
    return 0;
}</pre>
```

Sum of All Elements

Problem: Find the sum of elements in an array.

```
#include <stdio.h>
int main() {
    int n, sum = 0;
    scanf("%d", &n);
    int a[n];
    for(int i = 0; i < n; i++) {
        scanf("%d", &a[i]);
        sum += a[i];
    }
    printf("Sum = %d", sum);
    return 0;
}</pre>
```

Problem: Find the largest and smallest element in an array.

```
#include <stdio.h>
int main() {
    int n;
    scanf("%d", &n);
    int a[n];
    for(int i = 0; i < n; i++) scanf("%d", &a[i]);

    int max = a[0], min = a[0];
    for(int i = 1; i < n; i++) {
        if(a[i] > max) max = a[i];
        if(a[i] < min) min = a[i];
    }
    printf("Max = %d\nMin = %d", max, min);
    return 0;
}</pre>
```

Reverse the Array

Problem: Print an array in reverse order.

```
#include <stdio.h>
int main() {
    int n;
    scanf("%d", &n);
    int a[n];
    for(int i = 0; i < n; i++) scanf("%d", &a[i]);

    for(int i = n - 1; i >= 0; i--) {
        printf("%d ", a[i]);
    }
    return 0;
}
```

Problem: Count how many even and odd numbers are in an array.

```
#include <stdio.h>
    int main() {
    int n, even = 0, odd = 0;
    scanf("%d", &n);
    int a[n];
    for(int i = 0; i < n; i++) {
        scanf("%d", &a[i]);
        if(a[i] % 2 == 0) even++;
        else odd++;
    }
    printf("Even = %d\nOdd = %d", even, odd);
    return 0;
}</pre>
```

Input and Output of a Matrix

Problem: Take input for a matrix and print it in normal form.

```
#include <stdio.h>
int main() {
    int rows, cols;
    scanf("%d %d", &rows, &cols);
    int a[rows][cols];
    for(int i = 0; i < rows; i++) {</pre>
        for(int j = 0; j < cols; j++) {
            scanf("%d", &a[i][j]);
        }
    }
    for(int i = 0; i < rows; i++) {
        for(int j = 0; j < cols; j++) {
            printf("%d ", a[i][j]);
        }
        printf("\n");
    return 0;
}
```

Sum of All Elements in a Matrix

Problem: Find the total sum of all elements.

```
#include <stdio.h>
int main() {
   int r, c, sum = 0;
   scanf("%d %d", &r, &c);
   int a[r][c];
```

```
for(int i = 0; i < r; i++) {
    for(int j = 0; j < c; j++) {
        scanf("%d", &a[i][j]);
        sum += a[i][j];
    }
}
printf("Sum = %d", sum);
return 0;
}</pre>
```

Row-wise and Column-wise Sum

Problem: Print the sum of each row and each column separately.

```
#include <stdio.h>
int main() {
   int r, c;
   scanf("%d %d", &r, &c);
   int a[r][c];
   for(int i = 0; i < r; i++)
        for(int j = 0; j < c; j++)
            scanf("%d", &a[i][j]);
    for (int i = 0; i < r; i++) {
        int rowSum = 0;
       for (int j = 0; j < c; j++)
            rowSum += a[i][j];
       printf("Row %d Sum = %d\n", i + 1, rowSum);
    }
    for (int j = 0; j < c; j++) {
        int colSum = 0;
        for (int i = 0; i < r; i++)
            colSum += a[i][j];
        printf("Col %d Sum = %d\n", j + 1, colSum);
```

```
return 0;
}
```

Transpose of a Matrix

Problem: Convert rows into columns (swap indices).

```
#include <stdio.h>
int main() {
    int r, c;
    scanf("%d %d", &r, &c);
    int a[r][c], t[c][r];
    for(int i = 0; i < r; i++)
        for(int j = 0; j < c; j++)
            scanf("%d", &a[i][j]);
    for (int i = 0; i < r; i++)
        for(int j = 0; j < c; j++)
            t[j][i] = a[i][j];
    for(int i = 0; i < c; i++) {
        for(int j = 0; j < r; j++)
            printf("%d ", t[i][j]);
        printf("\n");
    } }
```

Problem: Add two matrices of same size and display the result.

```
#include <stdio.h>
int main() {
   int r, c;
    scanf("%d %d", &r, &c);
    int a[r][c], b[r][c], sum[r][c];
    for(int i = 0; i < r; i++)
        for(int j = 0; j < c; j++)
            scanf("%d", &a[i][j]);
    for(int i = 0; i < r; i++)
        for(int j = 0; j < c; j++)
            scanf("%d", &b[i][j]);
    for(int i = 0; i < r; i++) {
        for(int j = 0; j < c; j++) {
            sum[i][j] = a[i][j] + b[i][j];
            printf("%d ", sum[i][j]);
        printf("\n");
    return 0;
}
```