



Chapter 7 Part 1

Arrays



Arrays Hold Multiple Values



Arrays Hold Multiple Values

- o Array: variable that can store multiple values of the same type
- o Values are stored in adjacent memory locations
- o Declared using `[]` operator:

```
int tests[5];
```

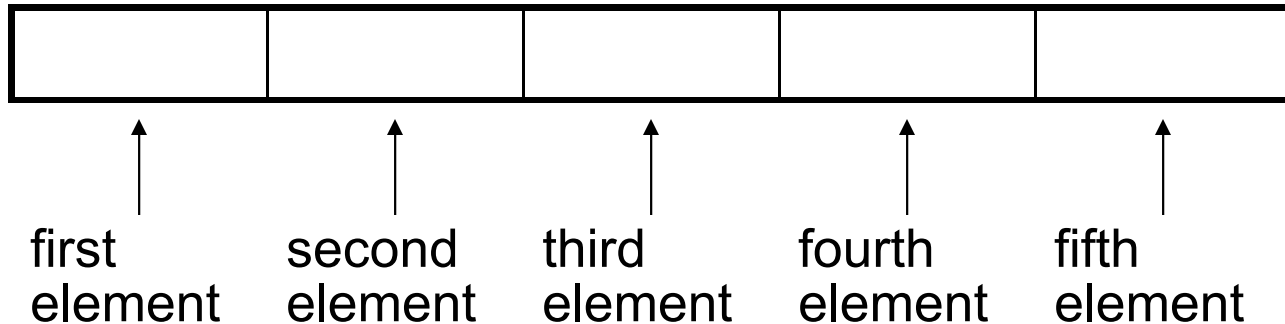


Array - Memory Layout

- o The definition:

```
int tests[5];
```

allocates the following memory:





Array Terminology

In the definition `int tests[5];`

- `int` is the data type of the array elements
- `tests` is the name of the array
- `5`, in `[5]`, is the size declarator. It shows the number of elements in the array.
- The size of an array in memory is (number of elements) * (size of each element)



Array Terminology

- o The size of an array is:
 - o the total number of bytes allocated for it
 - o (number of elements) * (number of bytes for each element)
- o Examples:
 - `int tests[5]` is an array of 20 bytes, assuming 4 bytes for an `int`
 - `long double measures[10]` is an array of 80 bytes, assuming 8 bytes for a `long double`

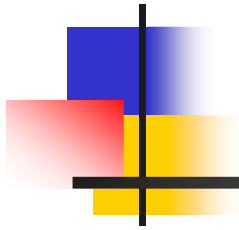


Size Declarators

- o Named constants are commonly used as size declarators.

```
const int SIZE = 5;  
int tests[SIZE];
```

- o This eases program maintenance when the size of the array needs to be changed.



7.2

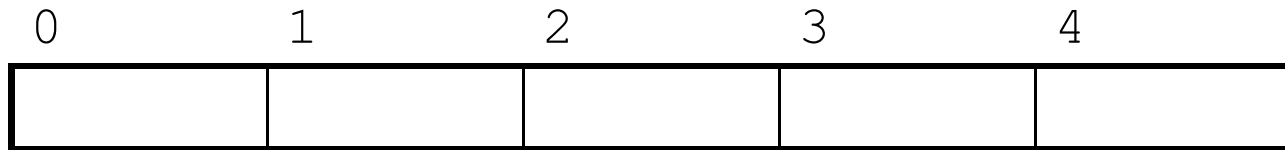
Accessing Array Elements

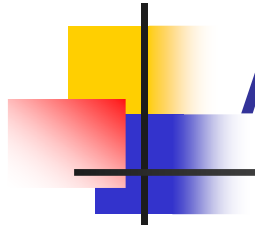


Accessing Array Elements

- Each element in an array is assigned a unique *subscript*.
- Subscripts start at 0

subscripts:

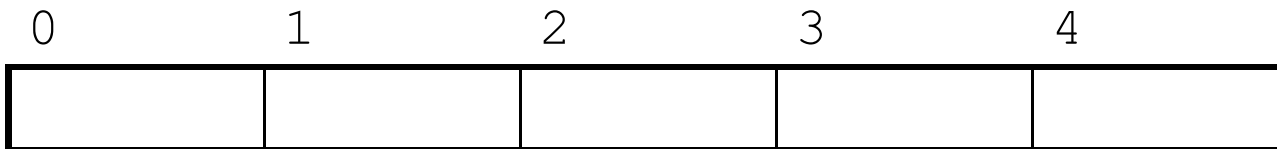




Accessing Array Elements

- The last element's subscript is $n-1$ where n is the number of elements in the array.

subscripts:





Accessing Array Elements

- o Array elements can be used as regular variables:

```
tests[0] = 79;  
cout << tests[0];  
cin >> tests[1];  
tests[4] = tests[0] + tests[1];
```

- o Arrays must be accessed via individual elements:

```
cout << tests; // not legal
```

Program 7-1

```
1  // This program asks for the number of hours worked
2  // by six employees. It stores the values in an array.
3  #include <iostream>
4  using namespace std;
5
6  int main()
7  {
8      const int NUM_EMPLOYEES = 6;
9      int hours[NUM_EMPLOYEES];
10
11     // Get the hours worked by six employees.
12     cout << "Enter the hours worked by six employees: ";
13     cin >> hours[0];
14     cin >> hours[1];
15     cin >> hours[2];
16     cin >> hours[3];
17     cin >> hours[4];
18     cin >> hours[5];
19
```

(Program Continues)

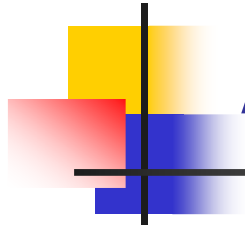
```
20    // Display the values in the array.
21    cout << "The hours you entered are:";
22    cout << " " << hours[0];
23    cout << " " << hours[1];
24    cout << " " << hours[2];
25    cout << " " << hours[3];
26    cout << " " << hours[4];
27    cout << " " << hours[5] << endl;
28    return 0;
29 }
```

Program Output with Example Input

Enter the hours worked by six employees: **20 12 40 30 30 15 [Enter]**
The hours you entered are: 20 12 40 30 30 15

Here are the contents of the `hours` array, with the values entered by the user in the example output:

hours[0]	hours[1]	hours[2]	hours[3]	hours[4]	hours[5]
20	12	40	30	30	15



Accessing Array Contents

- o Can access element with a constant or literal subscript:

```
cout << tests[3] << endl;
```

- o Can use integer expression as subscript:

```
int i = 5;
```

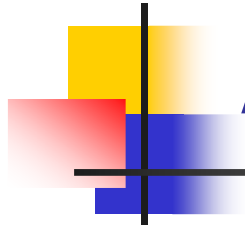
```
cout << tests[i] << endl;
```



Using a Loop to Step Through an Array

- o Example – The following code defines an array, `numbers`, and assigns 99 to each element:

```
const int ARRAY_SIZE = 5;  
int numbers[ARRAY_SIZE];  
  
for (int count = 0; count < ARRAY_SIZE; count++)  
    numbers[count] = 99;
```



A Closer Look At the Loop

The variable `count` starts at 0, which is the first valid subscript value.

The loop ends when the variable `count` reaches 5, which is the first invalid subscript value.

```
for (count = 0; count < ARRAY_SIZE; count++)  
    numbers[count] = 99;
```

The variable `count` is incremented after each iteration.



Default Initialization

- Global array → all elements initialized to 0 by default
- Local array → all elements ***uninitialized*** by default



7.3

No Bounds Checking
in C++



No Bounds Checking in C++

- When you use a value as an array subscript, C++ does not check it to make sure it is a *valid* subscript.
- In other words, you can use subscripts that are beyond the bounds of the array.



Code From Program 7-5

- o The following code defines a three-element array, and then writes five values to it!

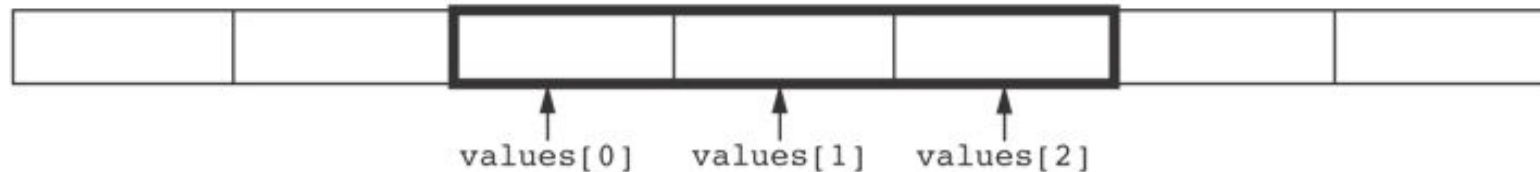
```
9      const int SIZE = 3;    // Constant for the array size
10     int values[SIZE];      // An array of 3 integers
11     int count;              // Loop counter variable
12
13     // Attempt to store five numbers in the three-element array.
14     cout << "I will store 5 numbers in a 3 element array!\n";
15     for (count = 0; count < 5; count++)
16         values[count] = 100;
```

What the Code Does

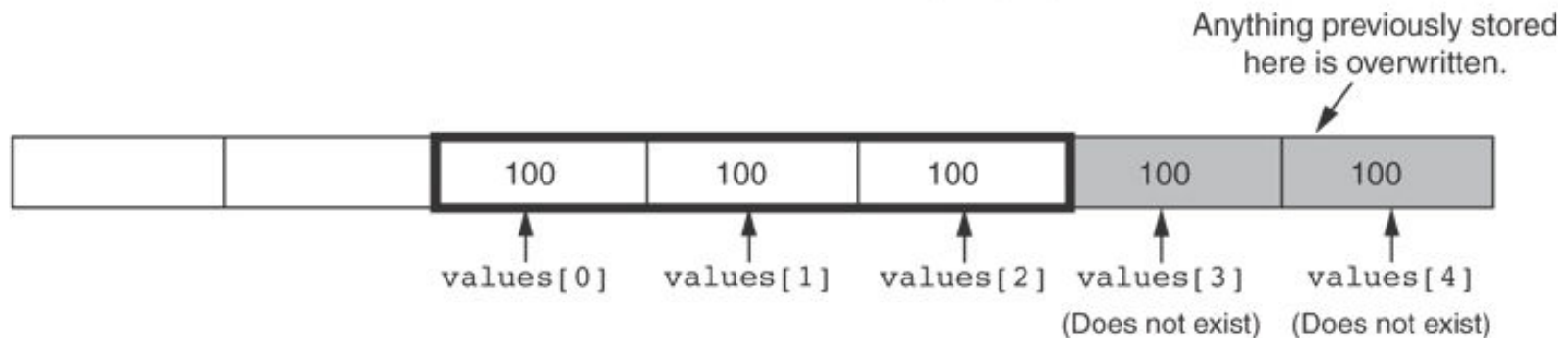
The way the `values` array is set up in memory.
The outlined area represents the array.

Memory outside the array
(Each block = 4 bytes)

Memory outside the array
(Each block = 4 bytes)



How the numbers assigned to the array overflow the array's boundaries.
The shaded area is the section of memory illegally written to.





No Bounds Checking in C++

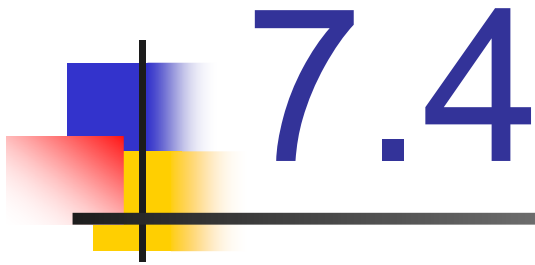
- Be careful not to use invalid subscripts.
- Doing so can corrupt other memory locations, crash program, or lock up computer, and cause elusive bugs.



Off-By-One Errors

- An off-by-one error happens when you use array subscripts that are off by one.
- This can happen when you start subscripts at 1 rather than 0:

```
// This code has an off-by-one error.  
const int SIZE = 100;  
int numbers[SIZE];  
for (int count = 1; count <= SIZE; count++)  
    numbers[count] = 0;
```



Array Initialization



Array Initialization

- Arrays can be initialized with an initialization list:

```
const int SIZE = 5;  
int tests[SIZE] = {79, 82, 91, 77, 84};
```

- The values are stored in the array in the order in which they appear in the list.
- The initialization list cannot exceed the array size.

Code From Program 7-6

```
7      const int MONTHS = 12;
8      int days[MONTHS] = { 31, 28, 31, 30,
9                          31, 30, 31, 31,
10                         30, 31, 30, 31};
11
12      for (int count = 0; count < MONTHS; count++)
13      {
14          cout << "Month " << (count + 1) << " has ";
15          cout << days[count] << " days.\n";
16      }
```

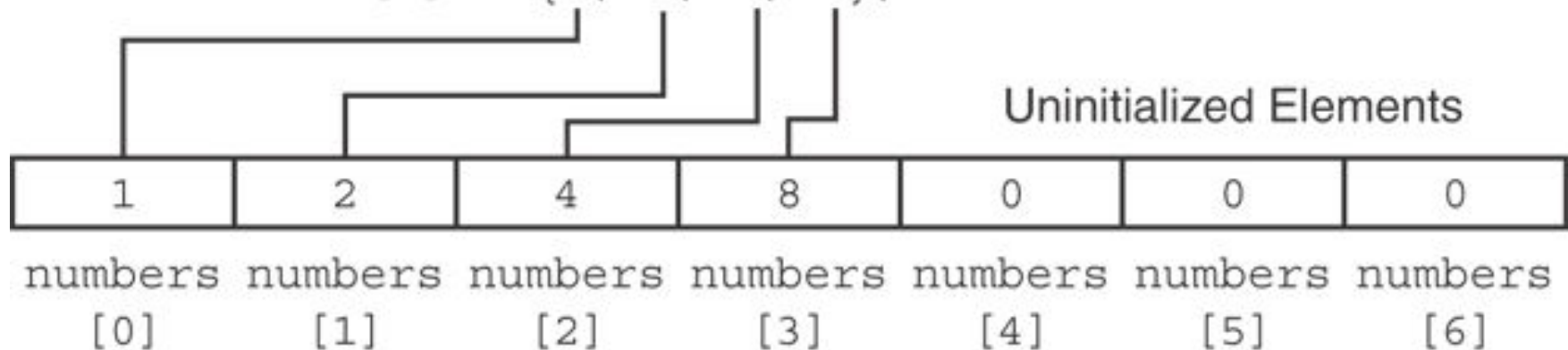
Program Output

```
Month 1 has 31 days.
Month 2 has 28 days.
Month 3 has 31 days.
Month 4 has 30 days.
Month 5 has 31 days.
Month 6 has 30 days.
Month 7 has 31 days.
Month 8 has 31 days.
Month 9 has 30 days.
Month 10 has 31 days.
Month 11 has 30 days.
Month 12 has 31 days.
```

Partial Array Initialization

- If array is initialized with fewer initial values than the size declarator, the remaining elements will be set to 0 :

```
int numbers[7] = {1, 2, 4, 8};
```





Implicit Array Sizing

- o Can determine array size by the size of the initialization list:

```
int quizzes[]={12,17,15,11};
```

12	17	15	11
----	----	----	----

- o Must use either array size declarator or initialization list at array definition



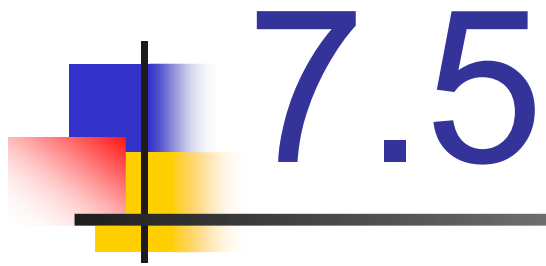
Initializing With a String

- o Character array can be initialized by enclosing string in " ":

```
const int SIZE = 6;  
char fName[SIZE] = "Henry";
```

- o Must leave room for `\0` at end of array
- o If initializing character-by-character, must add in `\0` explicitly:

```
char fName[SIZE] =  
{ 'H', 'e', 'n', 'r', 'y', '\0' };
```



Processing Array Contents



Processing Array Contents

- Array elements can be treated as ordinary variables of the same type as the array
- When using `++`, `--` operators, don't confuse the element with the subscript:

```
tests[i]++; // add 1 to tests[i]
tests[i++]; // increment i, no
              // effect on tests
```



Array Assignment

To copy one array to another,

- Don't try to assign one array to the other:

```
newTests = tests; // Won't work
```

- Instead, assign element-by-element:

```
for (i = 0; i < ARRAY_SIZE; i++)  
    newTests[i] = tests[i];
```




Printing the Contents of an Array

- o You can display the contents of a *character* array by sending its name to `cout`:

```
char fName[] = "Henry";  
cout << fName << endl;
```

But, this **ONLY** works with character arrays!



Printing the Contents of an Array

- o For other types of arrays, you must print element-by-element:

```
for (i = 0; i < ARRAY_SIZE; i++)  
    cout << tests[i] << endl;
```



Summing and Averaging Array Elements

- o Use a simple loop to add together array elements:

```
int tnum;  
double average, sum = 0;  
for(tnum = 0; tnum < SIZE; tnum++)  
    sum += tests[tnum];
```

- o Once summed, can compute average:

```
average = sum / SIZE;
```



Finding the Highest Value in an Array

```
int count;
int highest;
highest = numbers[0];
for (count = 1; count < SIZE; count++)
{
    if (numbers[count] > highest)
        highest = numbers[count];
}
```

When this code is finished, the `highest` variable will contain the highest value in the `numbers` array.



Finding the Lowest Value in an Array

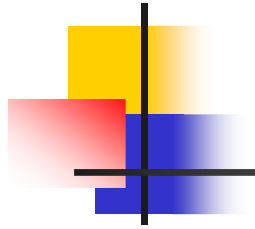
```
int count;
int lowest;
lowest = numbers[0];
for (count = 1; count < SIZE; count++)
{
    if (numbers[count] < lowest)
        lowest = numbers[count];
}
```

When this code is finished, the `lowest` variable will contain the lowest value in the `numbers` array.



Partially-Filled Arrays

- If it is unknown how much data an array will be holding:
 - Make the array large enough to hold the largest expected number of elements.
 - Use a counter variable to keep track of the number of items stored in the array.



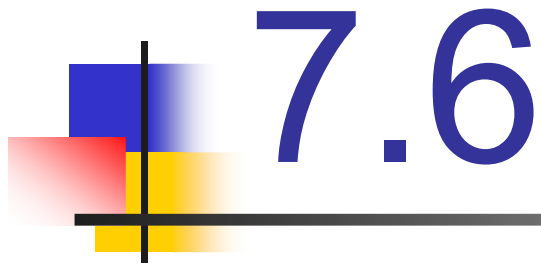
Comparing Arrays

- o To compare two arrays, you must compare element-by-element:



Comparing Arrays

```
const int SIZE = 5;
int firstArray[SIZE] = { 5, 10, 15, 20, 25 };
int secondArray[SIZE] = { 5, 10, 15, 20, 25 };
bool arraysEqual = true; // Flag variable
int count = 0;           // Loop counter variable
// Compare the two arrays.
while (arraysEqual && count < SIZE)
{
    if (firstArray[count] != secondArray[count])
        arraysEqual = false;
    count++;
}
if (arraysEqual)
    cout << "The arrays are equal.\n";
else
    cout << "The arrays are not equal.\n";
```

Using Parallel Arrays



Using Parallel Arrays

- Parallel arrays: two or more arrays that contain related data
- A subscript is used to relate arrays: elements at same subscript are related
- Arrays may be of different types



Parallel Array Example

```
const int SIZE = 5;    // Array size
int id[SIZE];          // student ID
double average[SIZE]; // course average
char grade[SIZE];      // course grade
...
for(int i = 0; i < SIZE; i++)
{
    cout << "Student ID: " << id[i]
          << " average: " << average[i]
          << " grade: " << grade[i]
          << endl;
}
```

Program 7-12

```
1  // This program stores, in an array, the hours worked by 5
2  // employees who all make the same hourly wage.
3  #include <iostream>
4  #include <iomanip>
5  using namespace std;
6
7  int main()
8  {
9      const int NUM_EMPLOYEES = 5;
10     int hours[NUM_EMPLOYEES];          // Holds hours worked
11     double payRate[NUM_EMPLOYEES];     // Holds pay rates
12
13     // Input the hours worked.
14     cout << "Enter the hours worked by " << NUM_EMPLOYEES;
15     cout << " employees and their\n";
16     cout << "hourly pay rates.\n";
17     for (int index = 0; index < NUM_EMPLOYEES; index++)
18     {
19         cout << "Hours worked by employee #" << (index+1) << ": ";
20         cin >> hours[index];
21         cout << "Hourly pay rate for employee #" << (index+1) << ": ";
22         cin >> payRate[index];
23     }
24
```

(Program Continues)

Program 7-12 (Continued)

```
25     // Display each employee's gross pay.
26     cout << "Here is the gross pay for each employee:\n";
27     cout << fixed << showpoint << setprecision(2);
28     for (index = 0; index < NUM_EMPLOYEES; index++)
29     {
30         double grossPay = hours[index] * payRate[index];
31         cout << "Employee #" << (index + 1);
32         cout << ": $" << grossPay << endl;
33     }
34     return 0;
35 }
```

Program Output with Example Input Shown in Bold

Enter the hours worked by 5 employees and their hourly pay rates.

Hours worked by employee #1: **10 [Enter]**
Hourly pay rate for employee #1: **9.75 [Enter]**
Hours worked by employee #2: **15 [Enter]**
Hourly pay rate for employee #2: **8.62 [Enter]**
Hours worked by employee #3: **20 [Enter]**
Hourly pay rate for employee #3: **10.50 [Enter]**
Hours worked by employee #4: **40 [Enter]**
Hourly pay rate for employee #4: **18.75 [Enter]**
Hours worked by employee #5: **40 [Enter]**
Hourly pay rate for employee #5: **15.65 [Enter]**

(program output continues)

Program 7-12 *(continued)*

Here is the gross pay for each employee:

Employee #1: \$97.50

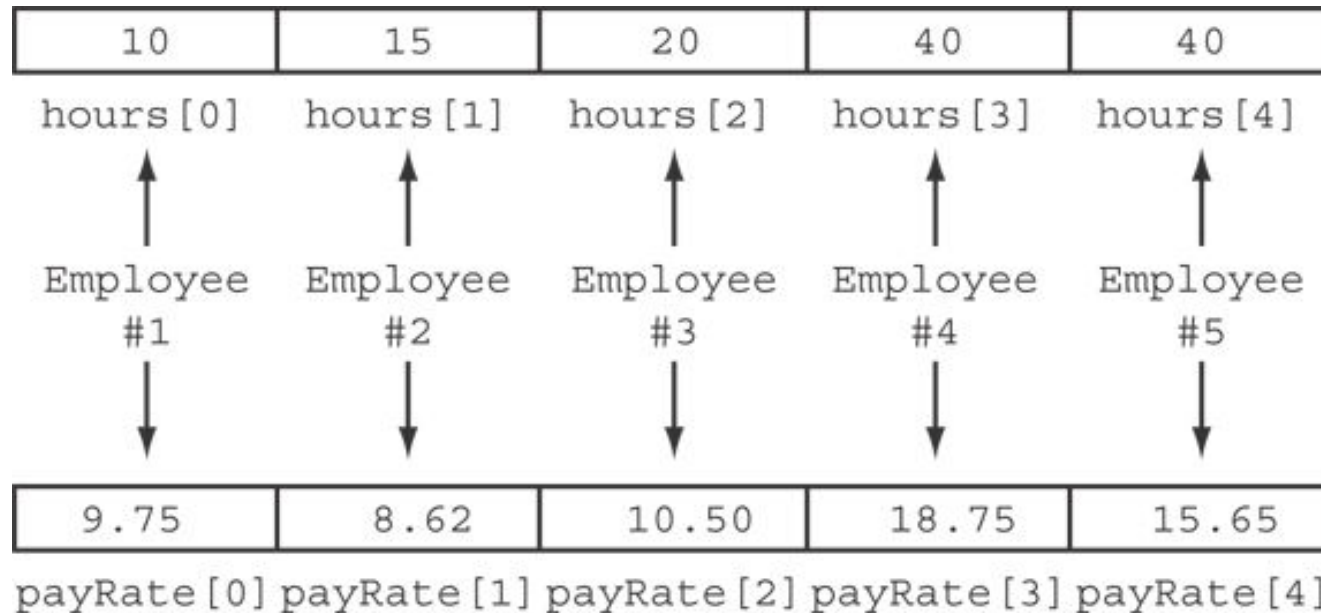
Employee #2: \$129.30

Employee #3: \$210.00

Employee #4: \$750.00

Employee #5: \$626.00

The `hours` and `payRate` arrays are related through their subscripts:





7.7

Arrays as Function Arguments



Arrays as Function Arguments

- o To pass an array to a function, just use the array name:

```
showScores(tests);
```

- o To define a function that takes an array parameter, use empty `[]` for array argument:

```
void showScores(int []);  
    // function prototype  
void showScores(int tests[])  
    // function header
```




Arrays as Function Arguments

- When passing an array to a function, it is common to pass array size so that function knows how many elements to process:

```
showScores(tests, ARRAY_SIZE);
```

- Array size must also be reflected in prototype, header:

```
void showScores(int [], int);
```

```
// function prototype
```

```
void showScores(int tests[], int size)
```

```
// function header
```



Passing a C-String to the Function

- o When passing a c-string to the function, you do not have to pass the size of the string.
- o The end of a c-string is easy to find: it is marked by '\0'.

```
void processString(char [ ] str)
{
    char i=0;
    while( str[i] != '\0' )
    { // do some processing
        i++;
    }
}
```

Program 7-14

```
1  // This program demonstrates an array being passed to a function.
2  #include <iostream>
3  using namespace std;
4
5  void showValues(int [], int); // Function prototype
6
7  int main()
8  {
9      const int ARRAY_SIZE = 8;
10     int numbers[ARRAY_SIZE] = {5, 10, 15, 20, 25, 30, 35, 40};
11
12     showValues(numbers, ARRAY_SIZE);
13     return 0;
14 }
15
```

(Program Continues)

Program 7-14 (Continued)

```
16  /*******
17  // Definition of function showValue.          *
18  // This function accepts an array of integers and *
19  // the array's size as its arguments. The contents *
20  // of the array are displayed.                  *
21  /*******
22
23  void showValues(int nums[], int size)
24  {
25      for (int index = 0; index < size; index++)
26          cout << nums[index] << " ";
27      cout << endl;
28  }
```

Program Output

5 10 15 20 25 30 35 40



Modifying Arrays in Functions

- o Array names in functions are like reference variables – changes made to array in a function are reflected in actual array in calling function
- o Need to exercise caution that array is not inadvertently changed by a function