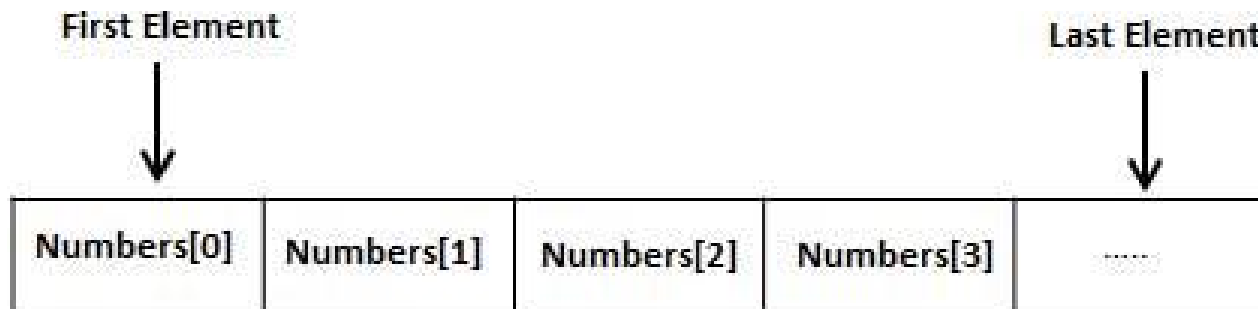


C Programming Array

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Array

- An array is a collection of variables of the same type.
- All arrays consist of contiguous memory locations.
- The lowest address corresponds to the first element and the highest address to the last element.
- Example: Instead of declaring individual variables, such as number0, number1, ..., and number99, we can declare one array variable such as numbers and use numbers[0], numbers[1], and ..., numbers[99] to represent individual variables

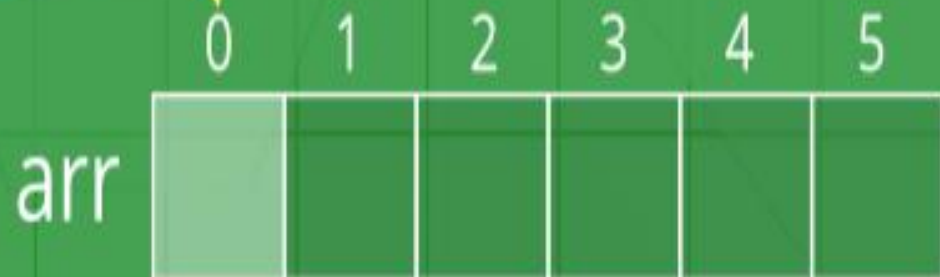


Array in C

array variable

index of the element
to be accessed

`arr [0];`



Array

```
int Num[6];
```

Array element 3



Num[0] Num[1] Num[2] Num[3] Num[4] Num[5]

Num

1	2	3	4	5	6
---	---	---	---	---	---

Note: 1st element
always starts at 0

0 1 2 3 4 5

Num[2] == 3



Array index 2

Array Name: Num

Type: int

Size: 6

Dimension: 1

Array element 3 is indexed at position 2

Declaring Arrays

Syntax

- `type arrayName [arraySize];`

Example

- `double balance[10];`

Here *balance* is an array which is sufficient to hold up to 10 double numbers.

Initializing Arrays

Type-1

- `double balance[5] = {1000.0, 2.0, 3.4, 7.0, 50.0};`

Type-2

- `double balance[] = {1000.0, 2.0, 3.4, 7.0, 50.0};`

	0	1	2	3	4
balance	1000.0	2.0	3.4	7.0	50.0

Assigning individual value

`balance[4] = 50.0; // assigns 50 to 5th element of array`

Accessing Array Elements

- `double salary = balance[3];`

Change Value of Array elements

- `int mark[5] = {19, 10, 8, 17, 9}`
- `// make the value of the third element to -1`
- `mark[2] = -1;`
- `// make the value of the fifth element to 0`
- `mark[4] = 0;`

Input and Output Array Elements

- Here's how you can take input from the user and store it in an array element
- `// take input and store it in the 3rd element`
- `scanf("%d", &mark[2]);`
- `// take input and store it in the ith element`
- `scanf("%d", &mark[i-1]);`

Here's how you can print an individual element of an array.

- `// print the first element of the array`
- `printf("%d", mark[0]);`
- `// print the third element of the array`
- `printf("%d", mark[2]);`
- `// print ith element of the array`
- `printf("%d", mark[i-1]);`

Program for declaration and initialization of array at compile time and displaying using loop

```
#include<stdio.h>
int main() {
    int i=0;
    int marks[5]; //declaration of array
    marks[0]=80; //initialization of array
    marks[1]=60;
    marks[2]=70;
    marks[3]=85;
    marks[4]=75;
    //traversal of array
    for(i=0;i<5;i++) {
        printf("%d \n",marks[i]);
    } //end of for loop
    return 0;
}
```

Example: Program for declaration and initialization of array at compile time and displaying using loop

```
#include<stdio.h>
int main() {
    int i=0;
    int marks[5]={20,30,40,50,60};
    //traversal of array
    for(i=0;i<5;i++){
        printf("%d \n",marks[i]);
    }
    return 0;
}
```

Example: Program for initialization of array at run time and displaying using loop

```
#include<stdio.h>
int main(){
    int i=0;
    int marks[5]; //declaration of array
    printf("Enter the marks:");
    scanf("%d",&marks[0]); //initialization of array
    scanf("%d",&marks[1]);
    scanf("%d",&marks[2]);
    scanf("%d",&marks[3]);
    scanf("%d",&marks[4]);
    //traversal of array
    for(i=0;i<5;i++){
        printf("%d \n",marks[i]);
    } //end of for loop
    return 0;
}
```

Example of run time initialization and printing output using loop

```
#include <stdio.h>
int main () {
    int n[ 10 ]; /* n is an array of 10 integers */
    int i,j;

    /* initialize elements of array n to 0 */
    for ( i = 0; i < 10; i++ ) {
        n[ i ] = i + 100; /* set element at location i to i + 100 */
    }
    /* output each array element's value */
    for ( j = 0; j < 10; j++ ) {
        printf("Element[%d] = %d\n", j, n[j] );
    }
    return 0;
}
```

Output

```
Element[0] = 100
Element[1] = 101
Element[2] = 102
Element[3] = 103
Element[4] = 104
Element[5] = 105
Element[6] = 106
Element[7] = 107
Element[8] = 108
Element[9] = 109
```

Example 1: Array Input/Output

// Program to take 5 values from the user and store them in an array

// Print the elements stored in the array

```
#include <stdio.h>
```

```
int main() {
```

```
int values[5];
```

```
printf("Enter 5 integers: ");
```

// taking input and storing it in an array

```
for(int i = 0; i < 5; ++i) {
```

```
scanf("%d", &values[i]);
```

```
}
```

```
printf("Displaying integers: ");
```

// printing elements of an array

```
for(int i = 0; i < 5; ++i) {
```

```
printf("%d\n", values[i]);
```

```
}
```

```
return 0;
```

```
}
```

Example 2: Calculate Average

```
// Program to find the average of n numbers using arrays

#include <stdio.h>
int main()
{
    int marks[10], i, n, sum = 0, average;

    printf("Enter number of elements: ");
    scanf("%d", &n);

    for(i=0; i<n; ++i)
    {
        printf("Enter number%d: ", i+1);
        scanf("%d", &marks[i]);

        // adding integers entered by the user to the sum variable
        sum += marks[i];
    }

    average = sum/n;
    printf("Average = %d", average);

    return 0;
}
```


Access elements out of its bound!

- Suppose you declared an array of 10 elements.

```
int testArray[10];
```

- Now let's say if you try to access `testArray[12]`.
- This may cause unexpected output (undefined behavior).
- Sometimes you might get an error and some other time your program may run correctly.
- Hence, you should never access elements of an array outside of its bound.

Basic Operations on Array

- **Traverse** – Access the array elements so that the data can be checked or used as part of a process.
- **Insertion** – Adds an element at the given index.
- **Deletion** – Deletes an element at the given index.
- **Search** – Searches an element using the given index or by the value.
- **Update** – Updates an element at the given index.

Traverse and Print

```
#include<stdio.h>

int main(){
int i=0;
int marks[5]={20,30,40,50,60};
    //traverse and print array elements
    for(i=0;i<5;i++){
        printf("%d \n",marks[i]);
    }
    return 0;
}
```

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