

Lecture 11: Array and Vector – Part I

Class page: <https://github.com/tsung-wei-huang/cs1410-40>

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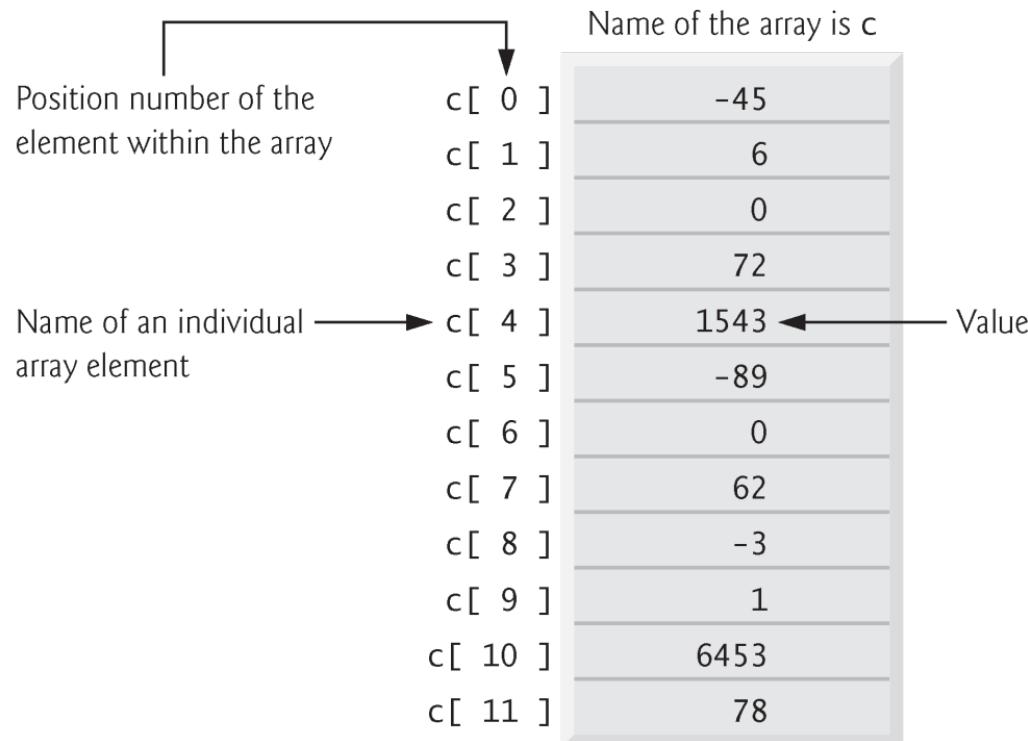
Learning Objective

- To use the array data structure to represent a set of related data items.
- To use arrays to store, sort and search lists and tables of values.
- To declare arrays, initialize arrays and refer to the individual elements of arrays.
- To pass arrays to functions.
- Basic searching and sorting techniques.
- To declare and manipulate multidimensional arrays.
- To use C++ Standard Library class template **vector**.
- To use C++ Standard Library class **string**.

Array

- An array is a consecutive group of memory locations that all have the same type.
- To refer to a particular location or element in the array, specify the name of the array and the **position number** of that element.
- The position number is formally called a **subscript** or **index**.
 - This number specifies the number of elements from the beginning of the array.
 - A subscript must be an integer or integer expression (using any integral type).
- The first element in every array has **subscript 0 (zero)** and is sometimes called the **zeroth element**.

Memory Layout of Array



Declaring an Array

- Arrays occupy space in memory.
- To specify the type of the elements and the number of elements required by an array use a declaration of the form:
 - *type arrayName [arraySize];*
 - ▶ Ex: int n[5]; → 5 integer elements
- The compiler reserves the appropriate amount of memory.
 - All elements are put in a continuous memory space.

Array Example

```
1 // Initializing an array.
2 #include <iostream>
3 #include <iomanip>
4 using namespace std;
5
6
7 int main()
8 {
9     int n[ 10 ]; // n is an array of 10 integers
10
11    // initialize elements of array n to 0
12    for ( int i = 0; i < 10; i++ )
13        n[ i ] = 0; // set element at location i to 0
14
15    cout << "Element" << setw( 13 ) << "Value" << endl;
16
17    // output each array element's value
18    for ( int j = 0; j < 10; j++ )
19        cout << setw( 7 ) << j << setw( 13 ) << n[ j ] << endl;
20 } // end main
```

Array Example

Element	Value
0	0
1	0
2	0
3	0
4	0
5	0
6	0
7	0
8	0
9	0

Initializing an Array

- The elements of an array also can be initialized by a brace-delimited comma-separated list of **initializers**.
- The previous program uses an **initializer list** to initialize an integer array with 10 values (line 10).
- If there are fewer initializers than elements in the array, the remaining array elements are initialized to zero.
- If the array size is omitted from a declaration with an initializer list, the compiler determines the array size automatically
 - By counting the number of elements in the initializer list.
 - Ex: `int n[] = {1,2,3,4,5};` → 5 elements

Example: Initializing an Array

```
1 // Initializing an array in a declaration.
2 #include <iostream>
3 #include <iomanip>
4 using namespace std;
5
6
7 int main()
8 {
9     // use initializer list to initialize array n
10    int n[ 10 ] = { 32, 27, 64, 18, 95, 14, 90, 70, 60, 37 };
11
12    cout << "Element" << setw( 13 ) << "Value" << endl;
13
14    // output each array element's value
15    for ( int i = 0; i < 10; i++ )
16        cout << setw( 7 ) << i << setw( 13 ) << n[ i ] << endl;
17 } // end main
```

Element	Value
0	32
1	27
2	64
3	18
4	95
5	14
6	90
7	70
8	60
9	37

Specify the Array Size

```
1 // Set array s to the even integers from 2 to 20.
2 #include <iostream>
3 #include <iomanip>
4 using namespace std;
5
6 int main()
7 {
8     // constant variable can be used to specify array size
9     const int arraySize = 10;
10
11    int s[ arraySize ]; // array s has 10 elements
12
13    for ( int i = 0; i < arraySize; i++ ) // set the values
14        s[ i ] = 2 + 2 * i;
15
16    cout << "Element" << setw( 13 ) << "Value" << endl;
17
18    // output contents of array s in tabular format
19    for ( int j = 0; j < arraySize; j++ )
20        cout << setw( 7 ) << j << setw( 13 ) << s[ j ] << endl;
21
22 } // end main
```

const Qualifier

```
1 // A const variable must be initialized.  
2  
3  
4 int main()  
5 {  
6     const int x; // Error: x must be initialized  
7  
8     x = 7; // Error: cannot modify a const variable  
9 } // end main
```

Microsoft Visual C++ compiler error message:

```
C:\cpphttp6_examples\ch06\fig06_07.cpp(6) : error C2734: 'x' : const object  
    must be initialized if not extern  
C:\cpphttp6_examples\ch06\fig06_07.cpp(8) : error C3892: 'x' : you cannot  
    assign to a variable that is const
```

GNU C++ compiler error message:

```
fig06_07.cpp:6: error: uninitialized const 'x'  
fig06_07.cpp:8: error: assignment of read-only variable 'x'
```

Practice 1: Summing Elements in an Array

```
1 // Compute the sum of the elements of the array.
2 #include <iostream>
3 using namespace std;
4
5 int main()
6 {
7     const int arraySize = 10; // constant variable indicating size of array
8     int a[ arraySize ] = { 87, 68, 94, 100, 83, 78, 85, 91, 76, 87 };
9     int total = 0;
10
11     // sum contents of array a
12     for ( int i = 0; i < arraySize; i++ )
13         total += a[ i ];
14
15     cout << "Total of array elements: " << total << endl;
16 } // end main
```

Total of array elements: 849

Practice 2: Array as Counter

- Sometimes, programs use counter variables to summarize data, such as the results of a survey.
- In previous die-rolling program, we used separate counters to track the number of occurrences of each side of a die.

```
1 // Roll a six-sided die 6,000,000 times.  
2 #include <iostream>  
3 #include <iomanip>  
4 #include <cstdlib> // contains function prototype for rand  
5 using namespace std;  
6  
7 int main()  
8 {  
9     int frequency1 = 0; // count of 1s rolled  
10    int frequency2 = 0; // count of 2s rolled  
11    int frequency3 = 0; // count of 3s rolled  
12    int frequency4 = 0; // count of 4s rolled  
13    int frequency5 = 0; // count of 5s rolled  
14    int frequency6 = 0; // count of 6s rolled  
15  
16    int face; // stores most recently rolled value  
17  
18    // summarize results of 6,000,000 rolls of a die  
19    for ( int roll = 1; roll <= 6000000; roll++ )  
20    {  
21        face = 1 + rand() % 6; // random number from 1 to 6  
22    }
```

```
23  
24    // determine roll value 1-6 and increment appropriate counter  
25    switch ( face )  
26    {  
27        case 1:  
28            ++frequency1; // increment the 1s counter  
29            break;  
30        case 2:  
31            ++frequency2; // increment the 2s counter  
32            break;  
33        case 3:  
34            ++frequency3; // increment the 3s counter  
35            break;  
36        case 4:  
37            ++frequency4; // increment the 4s counter  
38            break;  
39        case 5:  
40            ++frequency5; // increment the 5s counter  
41            break;  
42        case 6:  
43            ++frequency6; // increment the 6s counter  
44            break;  
45        default: // invalid value  
46            cout << "Program should never get here!";  
47    } // end switch  
48 } // end for
```

C++ STL Vector

- C-style pointer-based arrays have great potential for errors and are not flexible
 - A program can easily “walk off” either end of an array, because C++ does not check whether subscripts fall outside the range of an array.
 - Two arrays cannot be meaningfully compared with equality operators or relational operators.
 - The size of the array must be passed as an additional argument when an array is passed to a general-purpose function.
 - One array cannot be assigned to another with the assignment operator(s).
- C++ Standard class template **vector** represents a more robust type of array featuring many additional capabilities.
 - Defined in header <vector> and belongs to namespace std.

Vector Example

```
1 // Demonstrating C++ Standard Library class template vector.
2 #include <iostream>
3 #include <iomanip>
4 #include <vector>
5 using namespace std;
6
7
8 void outputVector( const vector< int > & ); // display the vector
9 void inputVector( vector< int > & ); // input values into the vector
10
11 int main()
12 {
13     vector< int > integers1( 7 ); // 7-element vector< int >
14     vector< int > integers2( 10 ); // 10-element vector< int >
15
16     // print integers1 size and contents
17     cout << "Size of vector integers1 is " << integers1.size()
18         << "\nvector after initialization:" << endl;
19     outputVector( integers1 );
20
21     // print integers2 size and contents
22     cout << "\nSize of vector integers2 is " << integers2.size()
23         << "\nvector after initialization:" << endl;
24     outputVector( integers2 );
```

Vector Example

```
25
26 // input and print integers1 and integers2
27 cout << "\nEnter 17 integers:" << endl;
28 inputVector( integers1 );
29 inputVector( integers2 );
30
31 cout << "\nAfter input, the vectors contain:\n"
32     << "integers1:" << endl;
33 outputVector( integers1 );
34 cout << "integers2:" << endl;
35 outputVector( integers2 );
36
37 // use inequality (!=) operator with vector objects
38 cout << "\nEvaluating: integers1 != integers2" << endl;
39
40 if ( integers1 != integers2 )
41     cout << "integers1 and integers2 are not equal" << endl;
42
43 // create vector integers3 using integers1 as an
44 // initializer; print size and contents
45 vector< int > integers3( integers1 ); // copy constructor
46
```

Vector Example

```
47    cout << "\nSize of vector integers3 is " << integers3.size()
48    << "\nvector after initialization:" << endl;
49    outputVector( integers3 );
50
51 // use overloaded assignment (=) operator
52 cout << "\nAssigning integers2 to integers1:" << endl;
53 integers1 = integers2; // assign integers2 to integers1
54
55 cout << "integers1:" << endl;
56 outputVector( integers1 );
57 cout << "integers2:" << endl;
58 outputVector( integers2 );
59
60 // use equality (==) operator with vector objects
61 cout << "\nEvaluating: integers1 == integers2" << endl;
62
63 if ( integers1 == integers2 )
64     cout << "integers1 and integers2 are equal" << endl;
65
66 // use square brackets to create rvalue
67 cout << "\nintegers1[5] is " << integers1[ 5 ];
68
```

Vector Example

```
69 // use square brackets to create lvalue
70 cout << "\n\nAssigning 1000 to integers1[5]" << endl;
71 integers1[ 5 ] = 1000;
72 cout << "integers1:" << endl;
73 outputVector( integers1 );
74
75 // attempt to use out-of-range subscript
76 cout << "\nAttempt to assign 1000 to integers1.at( 15 )" << endl;
77 integers1.at( 15 ) = 1000; // ERROR: out of range
78 } // end main
79
80 // output vector contents
81 void outputVector( const vector< int > &array )
82 {
83     size_t i; // declare control variable
84
85     for ( i = 0; i < array.size(); i++ )
86     {
87         cout << setw( 12 ) << array[ i ];
88
89         if ( ( i + 1 ) % 4 == 0 ) // 4 numbers per row of output
90             cout << endl;
91     } // end for
92 }
```

Vector Example

```
93     if ( i % 4 != 0 )
94         cout << endl;
95 } // end function outputVector
96
97 // input vector contents
98 void inputVector( vector< int > &array )
99 {
100     for ( size_t i = 0; i < array.size(); i++ )
101         cin >> array[ i ];
102 } // end function inputVector
```

```
Size of vector integers1 is 7
vector after initialization:
```

0	0	0	0
0	0	0	0

```
Size of vector integers2 is 10
vector after initialization:
```

0	0	0	0
0	0	0	0
0	0	0	0

```
Enter 17 integers:
```

```
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17
```

Vector Example

```
After input, the vectors contain:  
integers1:
```

1	2	3	4
5	6	7	

```
integers2:
```

8	9	10	11
12	13	14	15
16	17		

```
Evaluating: integers1 != integers2
```

```
integers1 and integers2 are not equal
```

```
Size of vector integers3 is 7
```

```
vector after initialization:
```

1	2	3	4
5	6	7	

```
Assigning integers2 to integers1:
```

```
integers1:
```

8	9	10	11
12	13	14	15
16	17		

```
integers2:
```

8	9	10	11
12	13	14	15
16	17		

Vector Example

```
Evaluating: integers1 == integers2
integers1 and integers2 are equal
```

```
integers1[5] is 13
```

```
Assigning 1000 to integers1[5]
integers1:
```

8	9	10	11
12	1000	14	15
16	17		

```
Attempt to assign 1000 to integers1.at( 15 )
```

Platform specific error message will be displayed

C++ STL Vector

- By default, all the elements of a **vector** object are set to 0.
- **vectors** can be defined to store any data type.
- **vector** member function **size** obtain the number of elements in the **vector**.
- You can use square brackets, [], to access the elements in a **vector**.
- **vector** objects can be compared with one another using the equality operators.
- You can create a new **vector** object that is initialized with a copy of an existing **vector**.

Summary

- ❑ C-styled Array Syntax
- ❑ C++ STL Vector