

CMPE 252

C PROGRAMMING

SPRING 2021

WEEK 5-6

ARRAY POINTERS

CHAPTER 7

Problem Solving & Program Design in C

Eighth Edition

Global Edition

Jeri R. Hanly & Elliot B. Koffman

Basic Terminology

- data structure
 - a composite of related data items stored under the same name
- array
 - a collection of data items of the same type

Declaring and Referencing Arrays

- array element
 - a data item that is part of an array
- subscripted variable
 - a variable followed by a subscript in brackets, designating an array element
- array subscript
 - a value or expression enclosed in brackets after the array name, specifying which array element to access

FIGURE 7.1

The Eight Elements
of Array *x*

```
double x[8];
```

Array *x*

<i>x</i> [0]	<i>x</i> [1]	<i>x</i> [2]	<i>x</i> [3]	<i>x</i> [4]	<i>x</i> [5]	<i>x</i> [6]	<i>x</i> [7]
16.0	12.0	6.0	8.0	2.5	12.0	14.0	-54.5

TABLE 7.1 Statements That Manipulate Array *x*

Statement	Explanation
<code>printf("%.1f", x[0]);</code>	Displays the value of <i>x</i> [0], which is 16.0.
<code>x[3] = 25.0;</code>	Stores the value 25.0 in <i>x</i> [3].
<code>sum = x[0] + x[1];</code>	Stores the sum of <i>x</i> [0] and <i>x</i> [1], which is 28.0 in the variable <i>sum</i> .
<code>sum += x[2];</code>	Adds <i>x</i> [2] to <i>sum</i> . The new <i>sum</i> is 34.0.
<code>x[3] += 1.0;</code>	Adds 1.0 to <i>x</i> [3]. The new <i>x</i> [3] is 26.0.
<code>x[2] = x[0] + x[1];</code>	Stores the sum of <i>x</i> [0] and <i>x</i> [1] in <i>x</i> [2]. The new <i>x</i> [2] is 28.0.

Array *x*

<i>x</i> [0]	<i>x</i> [1]	<i>x</i> [2]	<i>x</i> [3]	<i>x</i> [4]	<i>x</i> [5]	<i>x</i> [6]	<i>x</i> [7]
16.0	12.0	28.0	26.0	2.5	12.0	14.0	-54.5

Declaration

- You can declare more than one array in a single type declaration
- `double cactus[5], needle, pins[6];`
- `int factor[12], n, index;`

Array Initialization

- In declaration time, e.g.
- `int prime_lt_100[] = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97}`
- **Size is deduced from the initialization list!!**
- `int x[5] = {10,20,30};`

10	20	30	?	?
----	----	----	---	---

Array Declaration

SYNTAX: *element-type* *aname* [*size*]; /* uninitialized */
 element-type *aname* [*size*] = {*initialization list*}; /* initialized */

EXAMPLE: #define A_SIZE 5
 . . .
 double a[A_SIZE];
 char vowels[] = {'A', 'E', 'I', 'O', 'U'};

INTERPRETATION: The general uninitialized array declaration allocates storage space for array *aname* consisting of *size* memory cells. Each memory cell can store one data item whose data type is specified by *element-type* (i.e., **double**, **int**, or **char**). The individual array elements are referenced by the subscripted variables *aname*[0], *aname*[1], . . . , *aname*[*size* - 1]. A constant expression of type **int** is used to specify an array's *size*.

In the initialized array declaration shown, the *size* shown in brackets is optional since the array's size can also be indicated by the length of the *initialization list*. The *initialization list* consists of constant expressions of the appropriate *element-type* separated by commas. Element 0 of the array being initialized is set to the first entry in the *initialization list*, element 1 to the second, and so forth.

Storing a String in a Character Array

- `char vowels[] = "hello";`

=

- `char vowels[] = {'h','e','l','l','o','\0'};`

- Escape sequence is string termination null character `\0`
- Details will come in the following weeks about characters and strings!!

Array Subscripts

- Syntax:

aname [subscript]

- Examples:

$x[3]$

$x[i + 1]$

Array x

$x[0]$	$x[1]$	$x[2]$	$x[3]$	$x[4]$	$x[5]$	$x[6]$	$x[7]$
16.0	12.0	6.0	8.0	2.5	12.0	14.0	-54.5

TABLE 7.2 Code Fragment That Manipulates Array *x*

Statement	Explanation
<code>i = 5;</code>	
<code>printf("%d %.1f\n", 4, x[4]);</code>	Displays 4 and 2.5 (value of <code>x[4]</code>)
<code>printf("%d %.1f\n", i, x[i]);</code>	Displays 5 and 12.0 (value of <code>x[5]</code>)
<code>printf("%.1f\n", x[i] + 1);</code>	Displays 13.0 (value of <code>x[5]</code> plus 1)
<code>printf("%.1f\n", x[i] + i);</code>	Displays 17.0 (value of <code>x[5]</code> plus 5)
<code>printf("%.1f\n", x[i + 1]);</code>	Displays 14.0 (value of <code>x[6]</code>)
<code>printf("%.1f\n", x[i + i]);</code>	Invalid. Attempt to display <code>x[10]</code>
<code>printf("%.1f\n", x[2 * i]);</code>	Invalid. Attempt to display <code>x[10]</code>
<code>printf("%.1f\n", x[2 * i - 3]);</code>	Displays -54.5 (value of <code>x[7]</code>)
<code>printf("%.1f\n", x[(int)x[4]]);</code>	Displays 6.0 (value of <code>x[2]</code>)
<code>printf("%.1f\n", x[i++]);</code>	Displays 12.0 (value of <code>x[5]</code>); then assigns 6 to <code>i</code>
<code>printf("%.1f\n", x[--i]);</code>	Assigns 5 (<code>6 - 1</code>) to <code>i</code> and then displays 12.0 (value of <code>x[5]</code>)
<code>x[i - 1] = x[i];</code>	Assigns 12.0 (value of <code>x[5]</code>) to <code>x[4]</code>
<code>x[i] = x[i + 1];</code>	Assigns 14.0 (value of <code>x[6]</code>) to <code>x[5]</code>
<code>x[i] - 1 = x[i];</code>	Illegal assignment statement

Array *x*

<code>x[0]</code>	<code>x[1]</code>	<code>x[2]</code>	<code>x[3]</code>	<code>x[4]</code>	<code>x[5]</code>	<code>x[6]</code>	<code>x[7]</code>
16.0	12.0	6.0	8.0	2.5	12.0	14.0	-54.5

References

1. Problem Solving & Program Design in C, Jeri R. Hanly & Elliot B. Koffman, Pearson 8. Edition, Global Edition
2. C How to Program, Paul Deitel, Harvey Deitel. Pearson 8th Edition, Global Edition.
3. <https://www.geeksforgeeks.org/bubble-sort/>