

# Introduction to Array and Strings

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## Introduction to Arrays in Java

### 1.What is an Array?

An **array** in Java is a container that stores **multiple values of the same data type** in one variable.

#### Example:

If you want to store marks of 5 students, instead of writing:

```
int m1 = 10;  
int m2 = 20;  
int m3 = 30;
```

You can use an array:

```
int[] marks = new int[5];
```

Now one variable stores 5 values.

### 2.Declaration of Array in Java

Declaration means telling Java:

- What type of data?
- What is the name?

#### Syntax:

```
dataType[] arrayName;
```

#### Example:

```
int[] arr;
```

This only declares the array.

Memory is not created yet.

### 3.Creating Array (Memory Allocation)

In Java, we use **new keyword**.

```
int[] arr = new int[5];
```

This creates space for 5 integers.

**Important:**

- Index starts from **0**
- Last index = size - 1

So here:

- arr[0]
- arr[1]
- arr[2]
- arr[3]
- arr[4]

## 4.Initialization of Array

### Method 1: Store values one by one

```
arr[0] = 10;  
arr[1] = 20;  
arr[2] = 30;
```

### Method 2: Direct initialization

```
int[] arr = {10, 20, 30, 40, 50};
```

Java automatically counts size.

## 5.Traversing an Array (Accessing Elements)

Traversal means printing or accessing each element.

### Using for loop

```
int[] arr = {10, 20, 30, 40, 50};
```

```
for(int i = 0; i < arr.length; i++) {  
    System.out.println(arr[i]);  
}
```

👉 arr.length gives the size of array.

# Important Points About Java Arrays

Index starts from 0

Size is fixed after creation

All elements must be same type

length is used to find size

If not initialized, default values are stored

## Default values:

- int → 0
- double → 0.0
- boolean → false
- String → null

# Types of Arrays in Java

## 1.1D Array

```
int[] arr = new int[5];
```

## 2.2D Array (Matrix)

```
int[][] matrix = new int[3][3];
```

Example:

```
int[][] matrix = {  
    {1, 2, 3},  
    {4, 5, 6},  
    {7, 8, 9}  
};
```

# Introduction to String in Java

In Java, **String** is not a simple array.

It is a **class**.

Java provides a built-in class:

String

# Creating a String in Java

## Method 1 (Most common)

```
String name = "Vijay";
```

## Method 2

```
String name = new String("Vijay");
```

# Important String Methods

### 1.Length

```
name.length();
```

### 2.Access character

```
name.charAt(0);
```

### 3.Compare Strings

```
name.equals("Vijay");
```

Don't use == for comparing strings.

### 4.Convert to Uppercase

```
name.toUpperCase();
```

### 5.Concatenation (Join)

```
String a = "Hello";
```

```
String b = "World";
```

```
String c = a + " " + b;
```

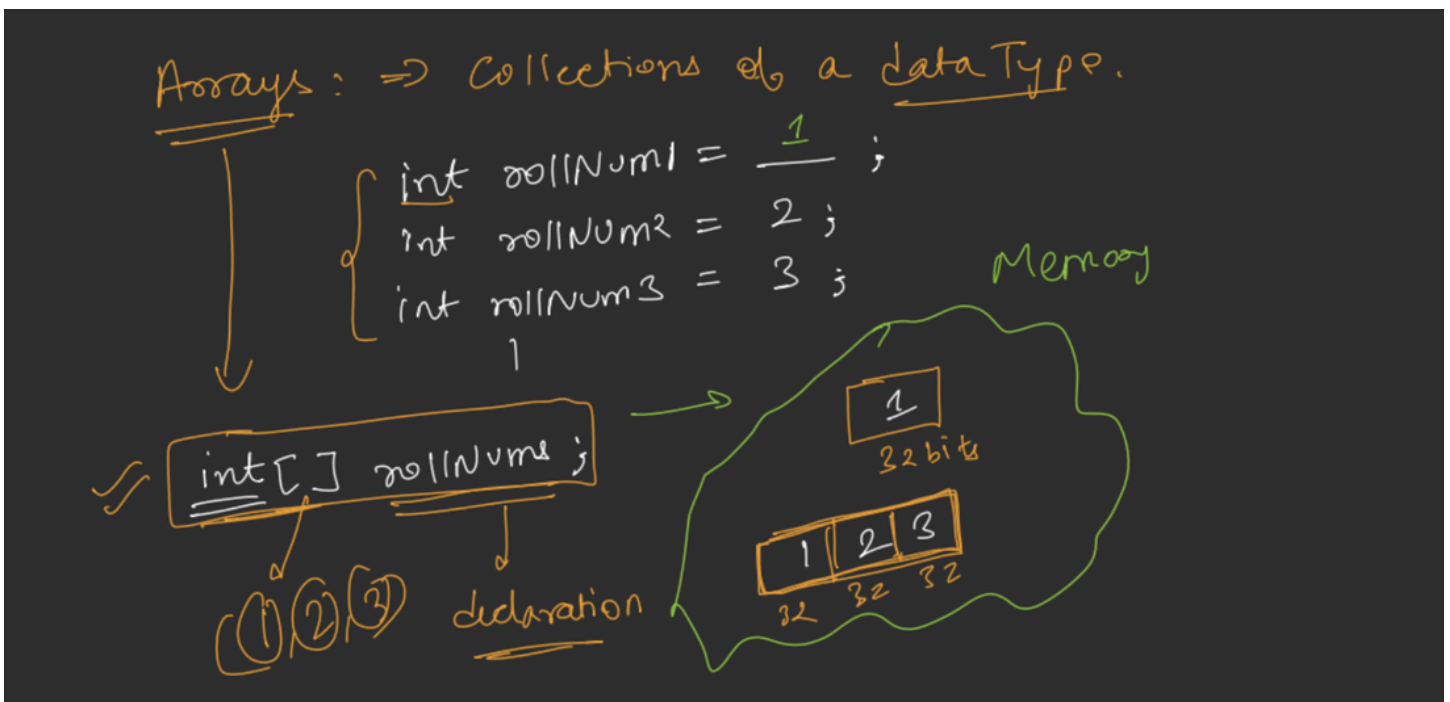
## Traversing a String

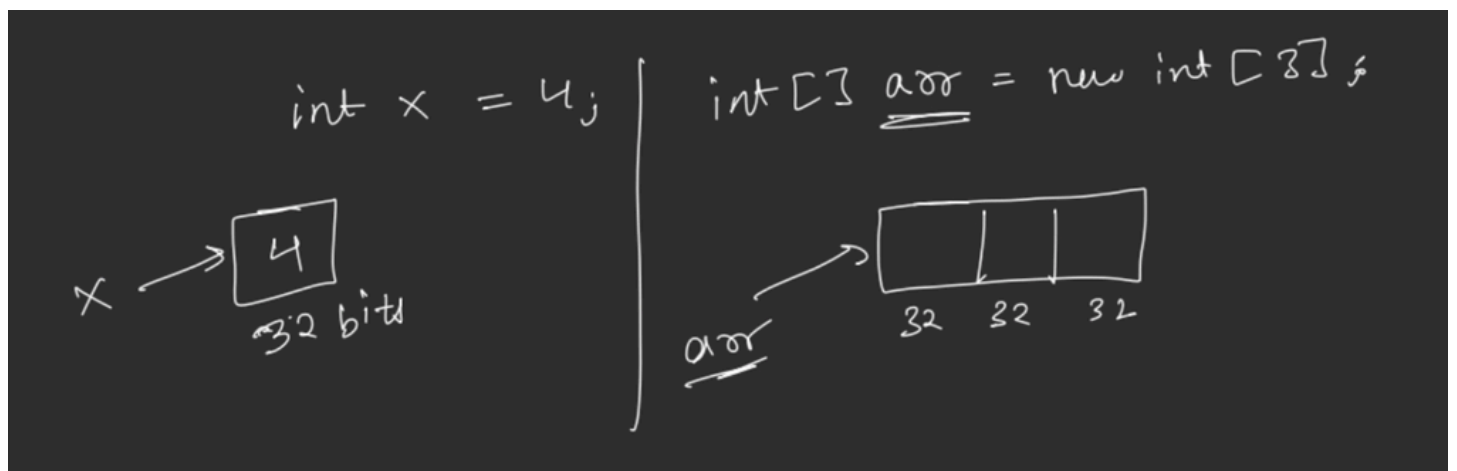
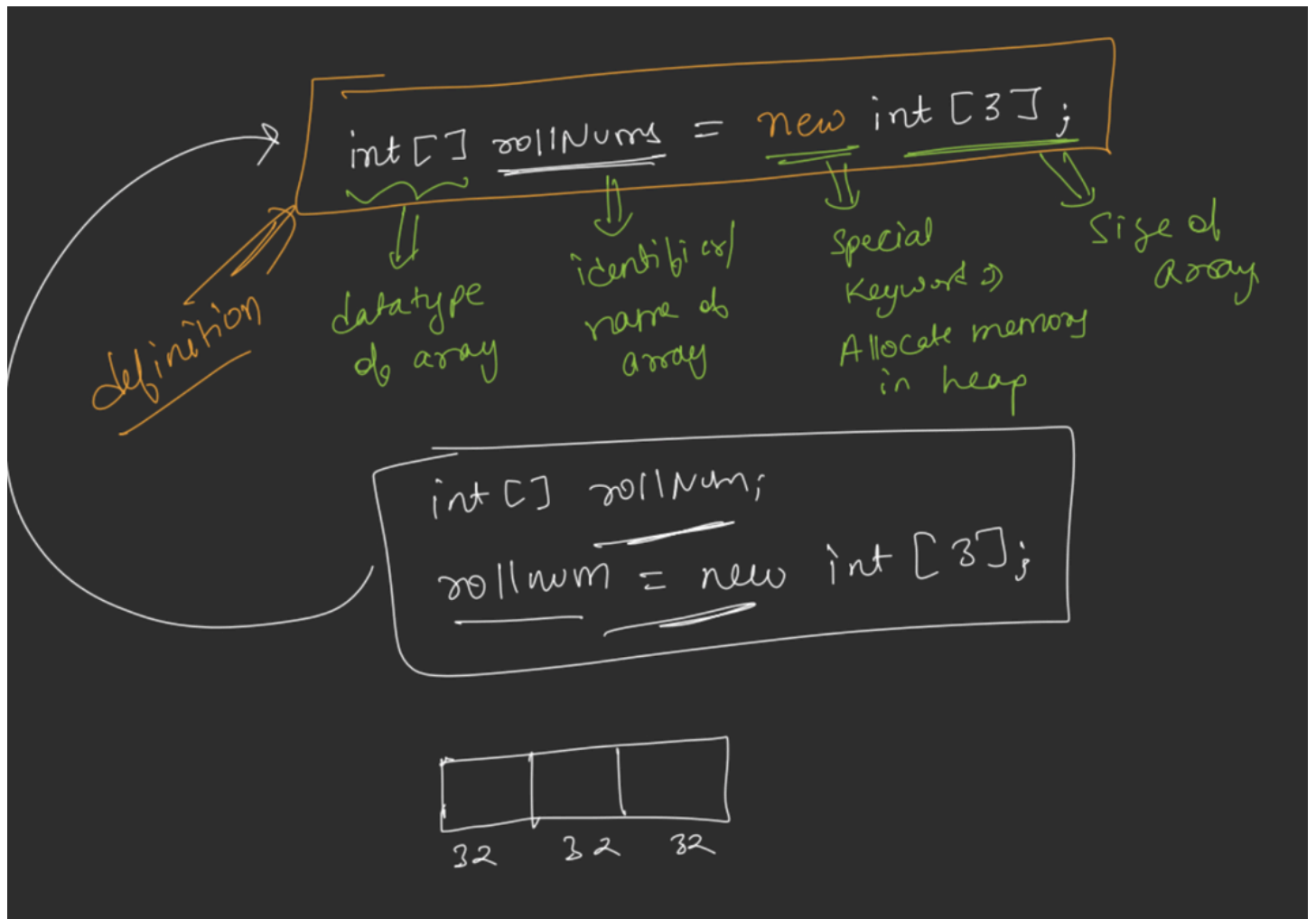
```
String name = "Vijay";
```

```
for(int i = 0; i < name.length(); i++) {  
    System.out.println(name.charAt(i));  
}
```

## Difference: Array vs String in Java

Array	String
Stores same type values	Stores characters
Fixed size	Cannot change (immutable)
Uses []	Uses String class
length property	length() method





$x_1 \rightarrow 101$   
 $x_2 \rightarrow 102$   
 $x_3 \rightarrow 103$

`int[] rollNums = new int[3];`



`rollNums[0] = 101;`  
`rollNums[1] = 102;`  
`rollNums[2] = 103;`

`System.out.println(rollNums[0]); // 101`  
`System.out.println(rollNums[1]); // 102`  
`System.out.println(rollNums[2]); // 103`

`int[] rollNums = new int[3];`

101  
 102  
 103



$x = 101$   
 $102$   
 $103$

`int x = 101;`

`for(int i=0; i<3; i++) {`

`rollNums[i] = x;`

`x++;`

`for(int i=0; i<3; i++) {`

`System.out.println(rollNums[i]);`

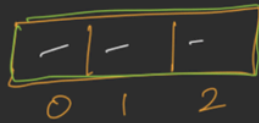
101  
 102  
 103

## Multi-Dimensional Array :

1-D

↳ Array of  
int

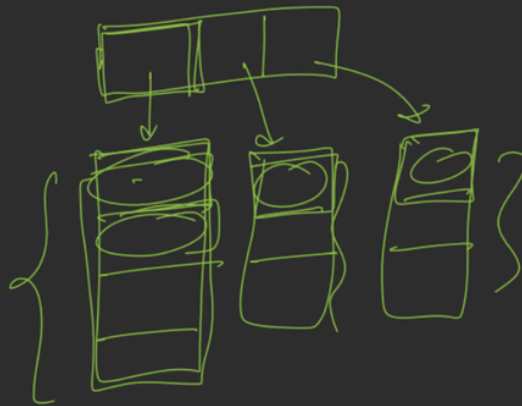
int [ ] rollNums = new int [ 3 ];



1-D Array

2-D Array :

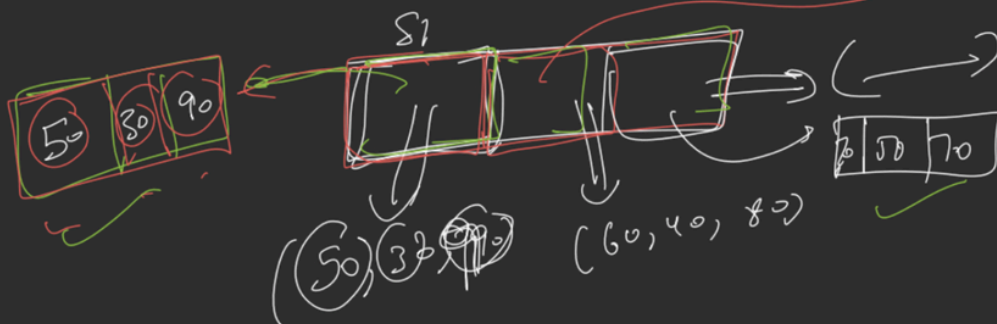
↳ Array of Arrays



Students

Hindi English CSE

	Hindi	English	CSE
S1	50	30	90
S2	60	40	80
S3	70	50	70





`int [ ] [ ] marks = new int [3] [3];`

← Marks →

		0	1	2
		C <sub>0</sub>	C <sub>1</sub>	C <sub>2</sub>
S <sub>1</sub>	50	30	90	
S <sub>2</sub>	60	40	80	
S <sub>3</sub>	70	80	70	
	H	E	CSE	(3x3)

⇒

0	0	(0,0)	(0,1)	(0,2)
1	0	(1,0)	(1,1)	(1,2)
2	0	(2,0)	(2,1)	(2,2)

↑

marks [0][0] = 50;  
 marks [0][1] = 30;  
 marks [0][2] = 90;  
 marks [1][0] = 60;

Nested loops :

← Marks →

	0	1	2
	C <sub>0</sub>	C <sub>1</sub>	C <sub>2</sub>
S <sub>1</sub>	50	30	90
S <sub>2</sub>	60	40	80
S <sub>3</sub>	70	80	70
	H	E	CSE

⇒

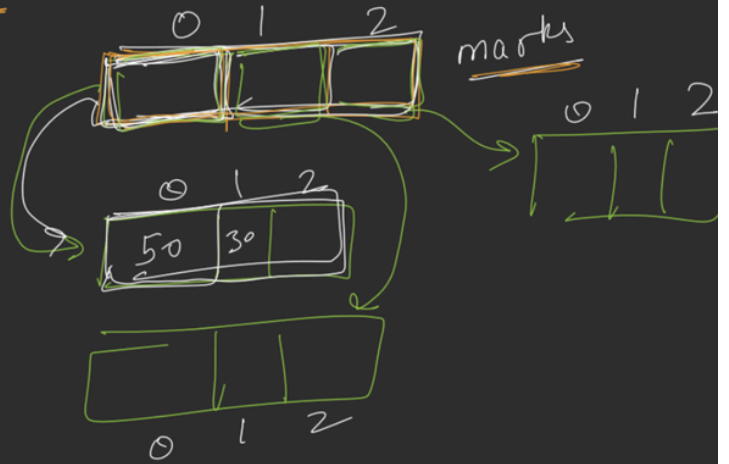
```
for (int row = 0; row < 3; row++) {
    for (int col = 0; col < 3; col++) {
        System.out.print(marks[row][col]);
    }
    System.out.println();
}
```

50 30 90  
 → 60 40 80  
 →

# Conceptual Representation of 2-D Arrays

`int [][] marks = new int [3] [3];` ✓

`marks[0][0] = 50;`  
`marks[0][1] = 30;`

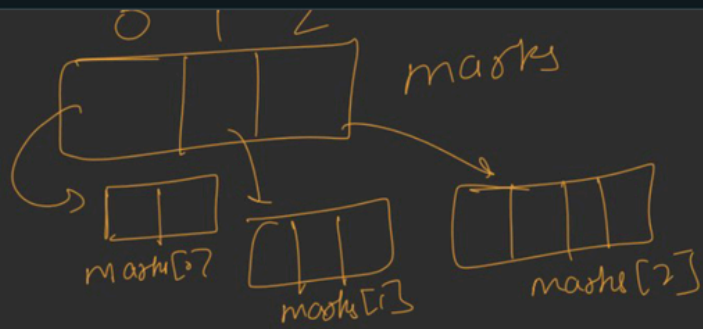


```
for (int row = 0; row < 3; row++) {
    for (int col = 0; col < 3; col++) {
        System.out.print(marks[row][col]);
    }
    System.out.println();
}
```

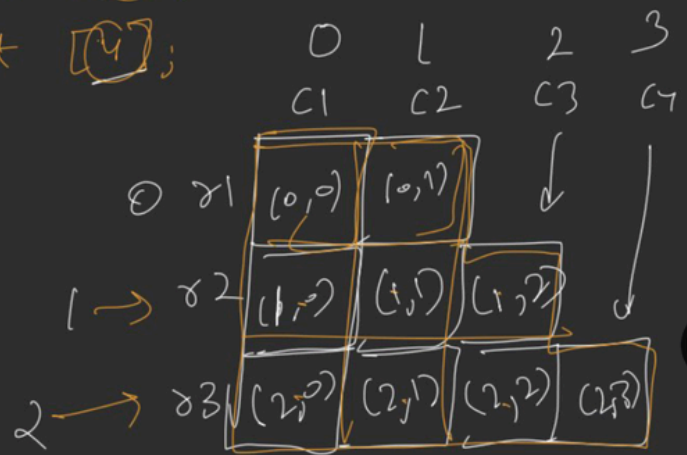
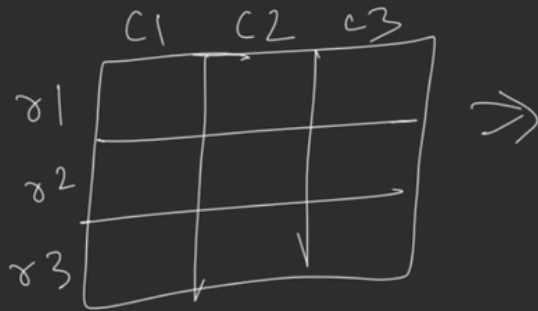
	Marks		
Student	S1	50	30
	S2	60	40
	S3	70	50
	H	E	CSE (3x3)

```
for (int row = 0; row < marks.length; row++) {
    for (int col = 0; col < marks[row].length; col++) {
        // ...
    }
}
```





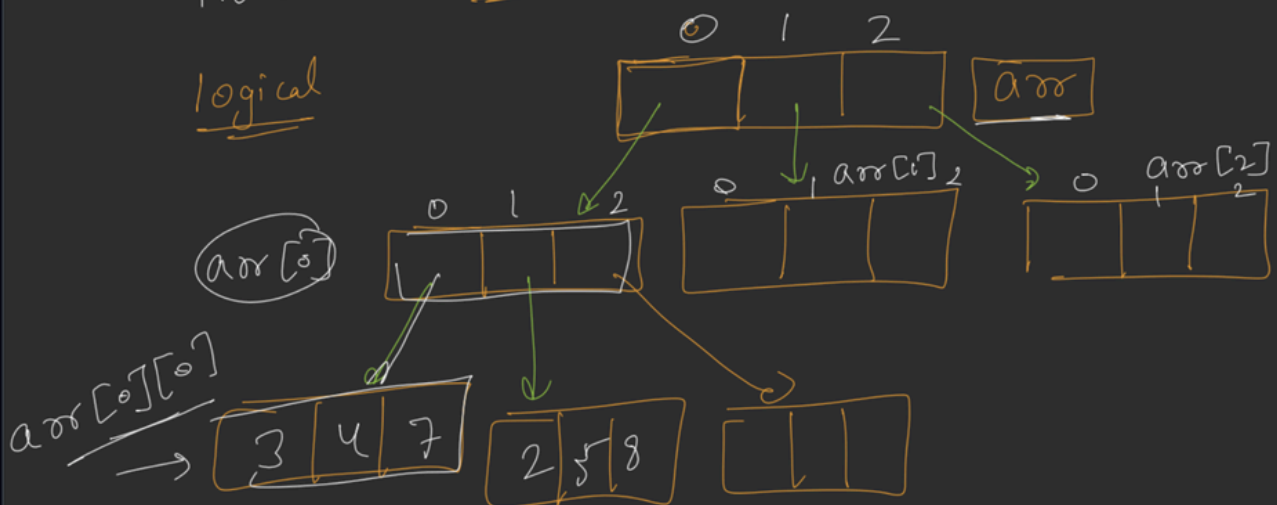
```
int[][] marks = new int[3][7];
int marks[][] = new int[3][7];
→ marks[0] = new int[2];
→ marks[1] = new int[3];
→ marks[2] = new int[4];
```

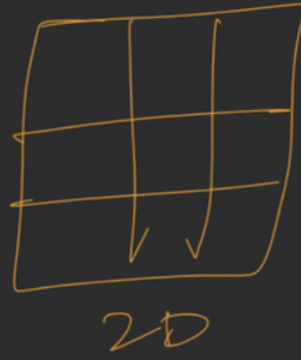
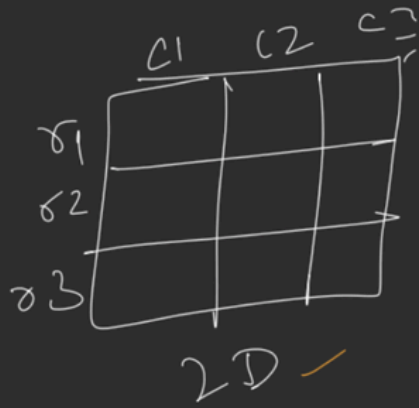


3-D Array:

```
int[][][] arr = new int[3][3][3];
```

logical





4D, 5D, — — — — nD

Multi-Dimensional:

Multi-Dimensional:

1-D

int[] rollNums = new int [3];

rollNums[0] = 4;

rollNums[1] = 5;

int[] rollNums = { 4, 5, 6 };

