Chapter 4

Array

- 4.1 Introduction
- 4.2 Various array's supported in Java

```
class Array{
        private static final IntUtil u = new IntUtil();
  private static void testStaticArray() {
   int [] a = \{10, 20, 30, 50\};
   int | = a.length;
                              1. Size should be known
   u.pLn("Before ",a,0,1);
                                 at compilation
   a[2] = -90;
                              2. Cannot change size
   u.pLn("After ",a,0,1);
   //\alpha[5] = 67;
   //Exception in thread "main"
   //java.lang.ArrayIndexOutOfBoundsException: 5
private static void testDynamicArray(int s) {
 int a[] = new int[s];
 int I = a.length;
 assert(s == 1);
                1. Size should be known at run time
 a[8] = 8;
                2. Cannot change size
 a[7] = 78;
 a[2] = 47;
 u.pLn(1);
 u.pLn(a,0,1);
 //You cannot delete a[3] ;
 //a[s+5] = 25 ;
  //java.lang.ArrayIndexOutOfBoundsException: 15
 private static void testintArrayList(){
  //ArrayList<int> a = new ArrayList<int>();
  //ArrayList can only reference types, not primitives.
         Cannot insert primitive types
```

Figure 4.1: Various array's supported by Java

class Array{ private static void testArrayList(){ ArrayList<Integer> a = new ArrayList<>(); //You lost [] //a[0] = 5; for (int i = 0; i < 5; ++i) { a.add(i*10); LOST a[i] CAN BE ADDED ONLY AT END int size = a.size(); for (int i = 0; i < size; ++i) { System.out.print(a.get(i) + " "); Note a.size() not a length System.out.println(); a.remove(3); size = a.size(); CAN REMOVE. Amazing System.out.print("After removing a[3] size of array is " + size + " and content of Array a= "); for (int i = 0; i < size; ++i) { System.out.print(a.get(i) + " "); ∼LOST a[i] System.out.println(); System.out.println("Change content of a[0] to 35"); a.set(0,35); System.out.print("Array a= "); for (int i = 0; i < size; ++i) { System.out.print(a.get(i) + " "); Can change content System.out.println(); //a.set(10,89); //Exception in thread "main" java.lang. //IndexOutOfBoundsException: Index: 10, Size: 5 CANNOT ADD AT ARBITRARY POSITON private static void testbed() { public static void main(String[] args) { testStaticArray(); testbed(); testDynamicArray(10); testintArrayList(); testArrayList();

Figure 4.2: Various array's supported by Java

4.3 Dynamic growable int array

```
class IntArray {
   private int capacity;
                                                         public int size() {
   private int[] darray;
                                                             return length;
   private int length; //Max length seen so far
   static private boolean display = false;
   static IntUtil u = new IntUtil();
                                                 public int get(int pos) {
private void allocate(int s) {
                                                   if (pos < 0) {
 capacity = s;
                                                    u.myassert(false);
 darray = new int[s];
                                                    return -1;
                                                   if (pos < capacity) {
public IntArray(int s) {CONSTRUCTORS
                                                    return darray[pos];
 allocate(s);
 if (display == true) {
                                                   grow(pos);
  System.out.println("Creating darray
                                                                         GROWS
                                                   return darray[pos];
   of int of capacity" + capacity);
}
                                             public void set(int pos, int yet) {
                                               if (pos < 0) {
public IntArray() {
                                                u.myassert(false);
 this(16); //This must be a first line
                                               if (pos >= capacity) {
                                                grow(pos);
                                               if (pos >= length) {
                                                  length = pos + 1;
       IntArray a ;
       IntArray b(500);
                                               darray[pos] = val ;
       a.set(4, 4000);
                                      1. Intarray will NEVER CRASH
       a.set(89, 8900);
                                      2. Only limitation is the physical memory
       b.set(300,3000);
                                      limitation.
       b.set(690,6900);
                                      3. You can add an element at an arbitrary
                                          position
       int x = a.qet(4);
                                      4. You cannot get length of the array.
       int y = a.qet(7800);
                                         User has to keep the length
                                      5. You can insert only 'int' in this array
      How users use IntArray
```

Figure 4.3: An **int** array that can grow

int z = a.get(100);

```
class IntArray {
                                         — Store OLD pointer
         private void grow(int s) {
           int[] ta = darray;
           int ts = capacity;
           int ns = capacity;
                               -Grows by 2
           do {
            ns = ns * 2;
           }while (ns <= s);</pre>
           if (display == true) {
            System.out.println("Array grew from " + ts + " to " + ns);
                                        private void allocate(int s) {
           u.myassert(s < ns);
                                          capacity = s;
           allocate(ns) ;
                                          darray = new int[s];
           for (int i = 0; i < ts; ++i) {
                                           NOW ARRAY HAS BIGGER CAPACITY
            darray[i] = ta[i];
                                         Copy OLD contents
           ta = null
                            DO NOT TRUST JAVA GARBAGE COLLECTOR
                                      private static void fillRandom() {
private static void test1() {
                                        IntArray a = new IntArray();
 IntArray a = new IntArray();
                                        Random r = new Random();
 a.set(3,300);
                                        for (int i = 0; i < 100; ++i) {
 a.set(56,5600);
                                         int v = RandomInt.getRandomInt(r, 1000);
 int x = a.get(3)
                                         //This gives number between 0 to 999
 int y = a.get(56);
```

a.set(v,i) ;_

We can set i at arbitrary v This is not possible in ArrayList

Figure 4.4: An int array that can grow

public static void main(String[] args) {

test1(); fillRandom();

4.4 Dynamic growable char array

```
class CharArray {
                   private int capacity;
                   private char[] darray;
                   static private boolean display = false;
                   static IntUtil u = new IntUtil();
                                  public char get(int pos) {
 private void allocate(int s) {
                                    if (pos < 0) {
   capacity = s;
                                     u.myassert(false);
   darray = new char[s];
                                    if (pos < capacity) {
public CharArray(int s) {
                                     return darray[pos];
  allocate(s);
                                    grow(pos);
public CharArray() {
                                    return darray[pos];
  this(16);
                                 public void set(int pos, char val) {
private void grow(int s) {
 char[] ta = darray;
                                    if (pos < 0) {
                                      u.myassert(false);
 int ts = capacity;
 int ns = capacity;
                                    if (pos >= capacity) {
   ns = ns * 2;
                                      grow(pos);
 } while (ns <= s);
 u.myassert(s < ns);
                                    darray[pos] = val;
 allocate(ns);
 for (int i = 0; i < ts; ++i) {
   darray[i] = ta[i];
                                1. Never crashes
                                2. Only limitation is physical memory
 ta = null;
                                3. Can add a character in arbitrary position
                                4. No length concept. User needs to keep
                                5. Only char can be inserted
```

Figure 4.5: A char array that can grow

```
private static void test1() {
                                                        Creating darray of int of capacity 16
    CharArray b = new CharArray();-
                                                        from 0 to 7: abcdefgh
    int s = 0;
                                                        from 7 to 0: hgfedcba
    for (int i = 0; i < 8; ++i) {
      b.set(i, (char)('a'+i));
   b.ptn("from 0 to " + (s-1) + ": ", 0, s-1);
b.ptn("from " + (s-1) + " to 0: ", s-1, 0);
                                                         Creating darray of int of capacity 16
   CharArray a = new CharArray();
a.set(3, 'Z');
a.set(56, 'U');
                                                           Array grew from 16 to 64
                                                            Array grew from 64 to 128 a[3]= Z a[56] = U a[100] =
    char x = a.get(3);
   char y = a.get(56);
                                                                                           Null char '\0
    char z = a.get(100);
    System.out.println("a[3]= " + x+
                                           " a[56] = " + y + " a[100] = " + z);
```

Figure 4.6: Using class CharArray

4.5 C string

```
CString.java
           class Cstring {
            private CharArray d; //Infinte array of char
            static IntUtil u = new IntUtil();
            //Cannot add any more data members
             //Write all code here
                                          abc is stored as
                                                                 Null string is stored as
                                             0123
                                             a b c 10
                                                                   10
private static void testBasic() {
 Cstring a = new Cstring('b');
a.pLn("a = ");
Cstring b = new Cstring('7');
b.pLn("b = ");
 Cstring < = new Cstring("123456789012345678901234567890123456789012345678901234567890");
 c.pLn("c = ");
Cstring d = c.clone();
 d.pLn("d = ");
 Cstring e = new Cstring("A quick brown fox junped over a lazy dog");
 e.pLn("e = \");
 Cstring f = new Cstring("Gateman sees name garageman sees nametag");
f.pLn("f = ");
 f.reverse();
f.pLn("f' = ");
                         = 7
                       c = 12345678901234567890123456789012345678901234567890
                       d = 12345678901234567890123456789012345678901234567890
                       e = A quick brown fox junped over a lazy dog
                       f = Gateman sees name garageman sees nametag
                         = gateman sees namegarag eman sees nametaG
```

Figure 4.7: Mutable CString class

```
CString.java
                                                           write add and append
 private static void testAdd() {
   Cstring a = new Cstring("UCSC");
Cstring b = new Cstring("Extension");
                                                 a = UCSC
   Cstring c = a.add(b);
a.pLn("a = ");
b.pLn("b = ");
c.pLn("c = ");
                                                 b = Extension
                                                 c = UCSCExtension
                                                d = UCSCExtensionUSA
                                                -a+b = UCSCExtension
   Cstring d = c.add("USA") ;
                                                 a+b+World = UCSCExtensionWorld
   d.pLn("d = ");
                            mutable
   a.append(b);
   a.pLn("a+b = ")
   a.append("World");
   a.pLn("a+b+World = ");
private static void testEqual() {
   Cstring a = new Cstring("123456789012345678901234567890123456789012345678901);
   a.pLn("a = ");
   Cstring b = new Cstring("123456789012345678901234567890123456789012345678901234567890");
b.pln("b = ");
u.myassert(a.isEqual(b));
   Cstring c = new Cstring("123456789012345678901234567890123456789012345678901);
   c.pLn("c = ");
```

Figure 4.8: add append and is Equal on Cstring

u.myassert(a.isEqual(c) == false);

write isEqual

4.6 Big Number

```
BigNumber.java
            class BigNumber {
              private Cstring d; //data
              static IntUtil u = new IntUtil();
              //Cannot add any more data members
              //Cannot use ay java library function except printing
                BigNumberTester.java
                class BigNumberTester {
                 static IntUtil u = new IntUtil();
private static void testBasic() {
 BigNumber a = new BigNumber(789);
 a.pLn("a = ");
 BigNumber b = new BigNumber('7');
 b.pLn("b = ");
 c.pLn("c = ");
 BigNumber d = c.clone();
                           a = 789
 d.pLn("d = ");
                           b = 7
                           c = 123456789012345678901234567890123456789012345678901234
                           d = 123456789012345678901234567890123456789012345678901234
```

Figure 4.9: BigNumber class and BigNumberTester class

4.6.1 Addition of big Number

```
| DigNumber | SigNumber | SigN
```

Figure 4.10: Writing add in BigNumber class

4.6.2 Subtraction of big Number

```
### Private static void subtract1(String t, String a1, String b1, String e1){

| BigNumber a = new BigNumber(a1); |
| BigNumber b = new BigNumber(b1); |
| BigNumber c = a.sub(b); |
| u.myassert(c.isEqual(e1)); |
| String a = new String("3490529510847650949147849619903898133417764638493387843990820577"); |
| String b = new String("32769132993266709549961988190834461413177642967992942539798288533"); |
| String e = new String("-29278603482419058600814138570930563279759878329499554695807467956"); |
| subtract1("R5A", a, b, e); |
| c = -29278603482419058600814138570930563279759878329499554695807467956 |
| String a = new String("3490529510847650949147849619903898133417764638493387843990820577"); |
| String b = new String("32769132993266709549961988190834461413177642967992942539798288533"); |
| String b = new String("32769132993266709549961988190834461413177642967992942539798288533"); |
| String b = new String("29278603482419058600814138570930563279759878329499554695807467956"); |
| subtract1("R5A", b, a, e); |
| subtract1("R5A", b, a, e); |
| c = 29278603482419058600814138570930563279759878329499554695807467956"); |
| subtract1("R5A", b, a, e); |
| c = 29278603482419058600814138570930563279759878329499554695807467956"); |
| subtract1("R5A", b, a, e); |
| c = 29278603482419058600814138570930563279759878329499554695807467956"); |
| subtract1("R5A", b, a, e); |
| c = 29278603482419058600814138570930563279759878329499554695807467956"); |
| subtract1("R5A", b, a, e); |
| c = 29278603482419058600814138570930563279759878329499554695807467956"); |
| subtract1("R5A", b, a, e); |
| c = 29278603482419058600814138570930563279759878329499554695807467956"); |
| subtract1("R5A", b, a, e); |
| c = 29278603482419058600814138570930563279759878329499554695807467956"); |
| subtract1("R5A", b, a, e); |
| c = 29278603482419058600814138570930563279759878329499554695807467956"); |
| subtract1("R5A", b, a, e); |
| c = 29278603482419058600814138570930563279759878329499554695807467956"); |
| c = 292786034824190586008141385709305632797598783294
```

Figure 4.11: Writing sub in BigNumber class

4.6.3 Multiplication of big Number

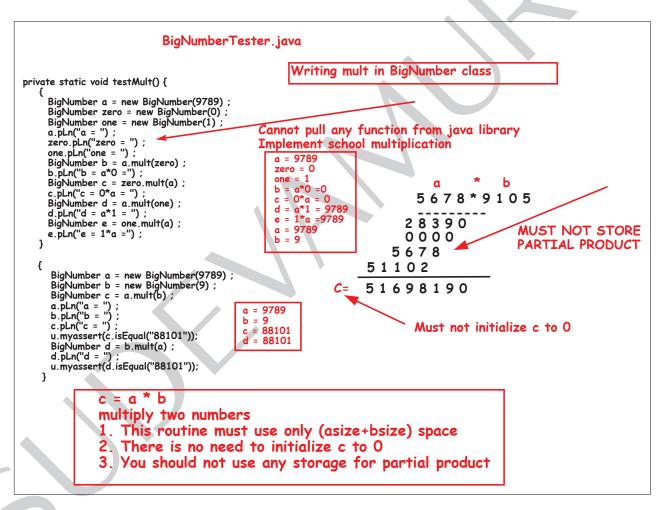


Figure 4.12: Writing *mult* in **BigNumber** class

```
Writing mult in BigNumber class
    private static void testMult() {
       BigNumber a = new BigNumber("3490529510847650949147849619903898133417764638493387843990820577");
BigNumber b = new BigNumber("32769132993266709549961988190834461413177642967992942539798288533");
BigNumber c = new BigNumber("114381625757888867669235779976146612010218296721242362562561842935706935245733897830597123563958705058989075147599290026879543!
BigNumber d = b. mulf(a):
        a.pLn( a = ) ;
u.myassert(d.isEqual(c)) ;
      a = 3490529510847650949147849619903898133417764638493387843990820577
      b = 32769132993266709549961988190834461413177642967992942539798288533
      c = 114381625757888867669235779976146612010218296721242362562561
      8429357069352457338978305971235639587050589890751475992900268
      79543541
      d = 114381625757888867669235779976146612010218296721242362562561
      8429357069352457338978305971235639587050589890751475992900268
      79543541
                      Number of digits in a b and d = 64 65
                                                                                129
private static void testRandom() {
   int m = 1000;
                                           Random addition and multiplication on 1000 numbers pa
   int max = (1 << 15);
   Random r = new Random();
   for (int i = 0 ; i < m ; ++i) {
    //System.out.println("i = " + i) ;
      int a = RandomInt.getRandomInt(r, 0, max);
      int b = RandomInt.getRandomInt(r, 0, max);
      BigNumber ba = new BigNumber(a);
      BigNumber bb = new BigNumber(b);
      BigNumber ma = ba.add(bb);
      u.myassert(ma.isEqual(a+b));
                                                                        All asserts must pass
      BigNumber mm = ba.mult(bb);
      u.myassert(mm.isEqual(a*b));
   .
System.out.println("Random addition and multiplication on " + m + " numbers passed
```

BigNumberTester.java

Figure 4.13: Multiplying a 64 digit number with a 65 digit number

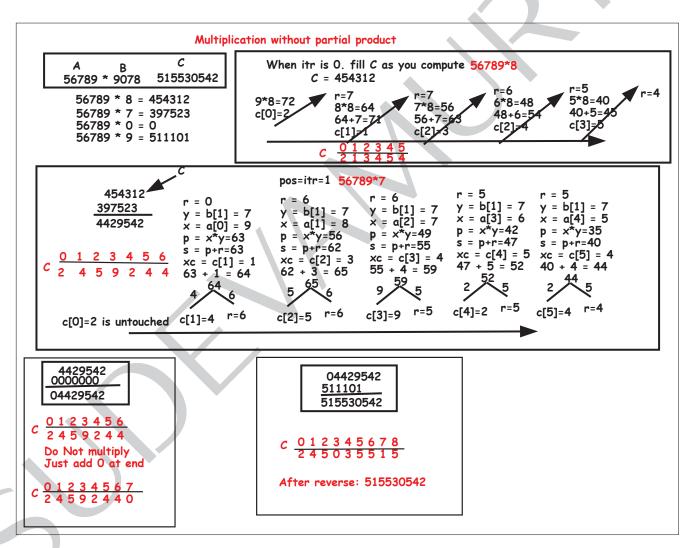


Figure 4.14: Multiplication without storing partial products

4.7 Computing factorial of a number

Figure 4.15: Writing factorial in **BigNumber** class

Figure 4.16: Factorial 1000

4.8 Problem set

Problem 4.8.1. Implement *Cstring* class and *BigNumber* as explained in figure 4.17

- 1. CharArray.java (Nothing has to changed in this file. Use as is)
- 2. Cstring.java

private CharArray d; //Infinte array of char static IntUtil u = new IntUtil();

Cannot add any more data fields Write all functions ao that all test will pass

BigNumber.java
 private Cstring d; //data
 static IntUtil u = new IntUtil();

Cannot add any more data fields Write all functions ao that all test will pass

4. BigNumberTest.java

Nothing has to be changed in this file. Use as is. All tests must pass

email: 1. Cstring.java

- 2. BigNumber.java
- 3. Output captured in a text file

Figure 4.17: Implementing Cstring class and BigNumber class