

pictures I  
took  
recently

me and the boys



# COMP1511 Week 5!

M13B: 1pm – 4pm || M18A: 6pm – 9pm

Tutors: William (me!) + Vivian || Eli

# My GitHub:

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[https://github.com/william-o-s/unsw\\_comp1511\\_tutoring](https://github.com/william-o-s/unsw_comp1511_tutoring)

# Two reminders:

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## Assignment 1: CS Flowers

- Week 6 does not have classes
- Assignment brief: [COMP1511 24T1 — Programming Fundamentals \(unsw.edu.au\)](https://www.unsw.edu.au/comp1511/24T1/programming-fundamentals)



## Help Sessions

- Can you access them?
- Timetable: [COMP1511 24T1 — COMP1511 Help Sessions \(unsw.edu.au\)](https://www.unsw.edu.au/comp1511/24T1/help-sessions)

# Tutorial Agenda:

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Part 0

Part 1

Part 2

Part 3

2D arrays are almost identical to 1D arrays

```
// 1D Array
int array_1d[3] = { 1, 2, 3 };
int array_1d_all_zeros[10] = { 0 };

// 2D Array
int array_2d[3][3] = { { 1, 2, 3 }, { 4, 5, 6 }, { 7, 8, 9 } };
int array_2d_all_zeros[10][20] = { 0 }; // yes, this is exactly the same
```



Functions have their own 'scopes', or, are their own 'boxes'

```
int main(void) {
    int x = 0;
    another_function();
    return 0;
}

void another_function() {
    int x = 1;
    // this doesn't affect the 'x' in main()
}
```

Why is this called a 'string'?

```
"h" "e" "l" "l" "o" " " "w" "o" "r" "l" "d"
```

Source: GeertforGeert





# 2D arrays are almost identical to 1D arrays

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*// 1D Array*

```
int array_1d[3] = { 1, 2, 3 };
```

```
int array_1d_all_zeros[10] = { 0 };
```

*// 2D Array*

```
int array_2d[3][3] = { { 1, 2, 3 }, { 4, 5, 6 }, { 7, 8, 9 } };
```

```
int array_2d_all_zeros[10][20] = { 0 };    // yes, this is exactly the same
```

...including array indexing...

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	Col1	Col2	Col3	Col4	....
Row1	Arr[0][0]	Arr[0][1]	Arr[0][2]	Arr[0][3]	
Row2	Arr[1][0]	Arr[1][1]	Arr[1][2]	Arr[1][3]	
Row3	Arr[2][0]	Arr[2][1]	Arr[2][2]	Arr[2][3]	
Row4	Arr[3][0]	Arr[3][1]	Arr[3][2]	Arr[3][3]	
⋮					

...or reading then printing...

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```
// Reading and printing the first element  
printf("%d", array_1d[0]);  
printf("%d", array_2d[0][0]);
```



...or writing to an index

---

```
// Writing into the first element  
array_1d[0] = 7;  
array_2d[0][0] = 7;
```

# Functions have their own 'scopes', or, are their own 'boxes'

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*invisible wall*

```
int main(void) {  
    int x = 0;  
    another_function();  
  
    return 0;  
}
```

```
void another_function() {  
    int x = 1;  
    // this doesn't affect the `x` in main()  
}
```

# And now, coding

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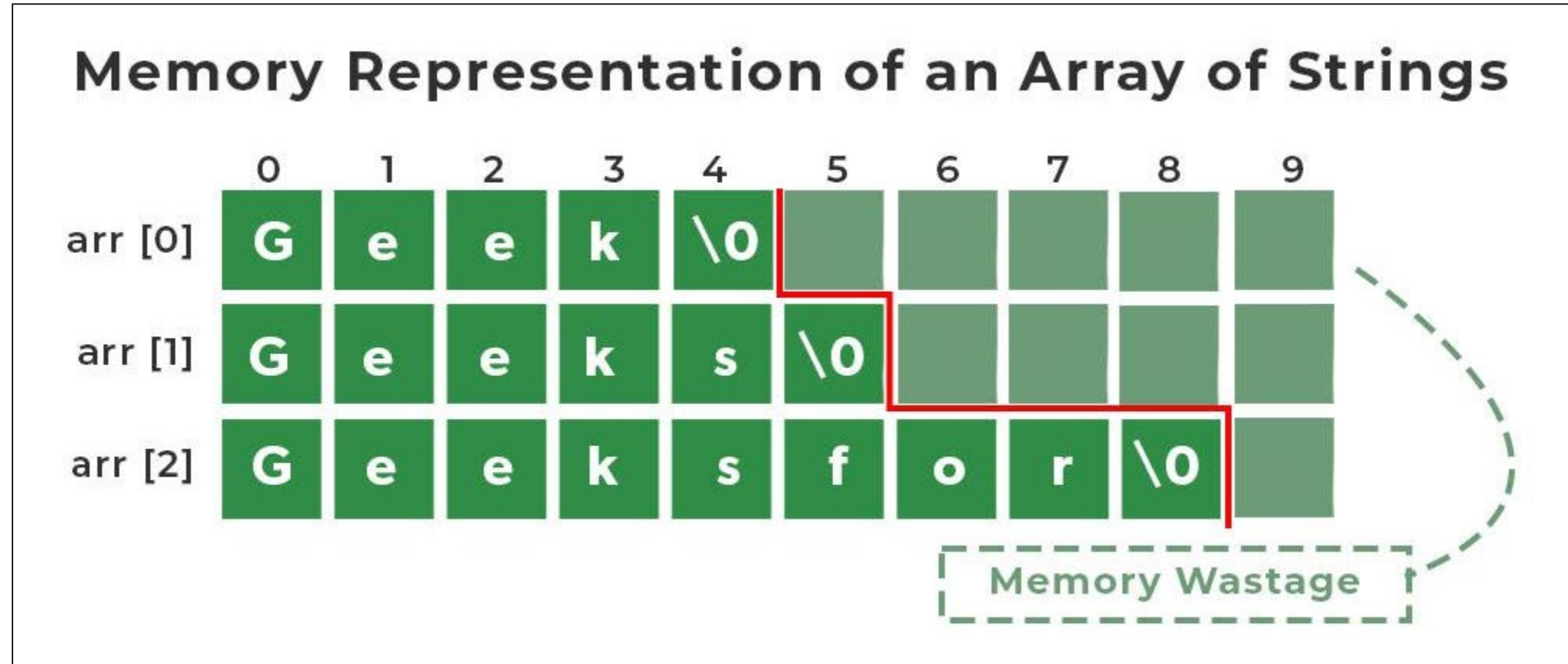


# Why is this called a 'string'?

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'h' 'e' 'l' 'l' 'o' " 'w' 'o' 'r' 'l' 'd' '! ' /0'

# Strings are stored as arrays



# And now, coding

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# VSCode Shortcuts

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- Start with Ctrl+Shift+P
  - "Toggle Multi-Cursor Editor"
  - Convert text casing: (highlight text) → Ctrl + Shift + P → "Transform to ..."
- Multiple Cursors: Ctrl + Click anywhere
  - Cursor over multiple lines vertically: Shift + Alt + Click on line
- Duplicate Line: Ctrl + Shift + Alt + Up/Down Arrow
- Move Lines: Alt + Up/Down Arrow
- Change All Occurrences: Ctrl + Shift + L or Ctrl + D
- Indentation: (Highlight line/lines) → Ctrl + Left/Right Square Bracket
- Find and Replace: Ctrl + F → (click dropdown) → Replace next