Initializing Arrays

This lesson covers initializing static, dynamic and implicitly typed arrays.

WE'LL COVER THE FOLLOWING ^ Initializing Static Arrays Example Explanation Initializing Dynamic Arrays Implicitly Typed Arrays

Initializing Static Arrays

An array can be declared and filled with the default value using square bracket ([]) initialization syntax. For example, creating and initializing an array of 5 integers:

```
using System;
public class MainClass {

  public static void Main(String [] args)
  {
     int[] arr = { 24, 2, 13, 47, 45 };
     foreach(var item in arr)
     {
        Console.WriteLine(item.ToString());
     }
  }
}
```

Example Explanation

In the above example, in line 7 we have an *array* arr. We **don't** need to specify it's size - the compiler will automatically know that it's an array of size

5, depending on the number of values stored.

We use *indexing* to refer to the *location* of the values in an *array*. For example:

- The value **24** is present at the index **0** of the *array*. This is written as arr[0] = 24. Here, by using arr[0] we are referring to the location of **24**.
- Similarly, the *index* of the value **2** in the *array* will be **1**. It'll be written arr[1] = 2.
- The *index* of the value **13** is **2** in the *array*. So arr[2] = **13**.

Note: Indices in C# are zero-based. The indices of the array above will be **0-9** i.e. Arrays have **0** as the *first* index not **1**.

The **new int[]** portion can be omitted when declaring an array variable. This is not a *self-contained expression*, so using it as part of a different call does not work:

```
using System;

public class MainClass {

   public static void Main(String [] args)
   {
      int[] arr1;
      arr1 = { 24, 2, 13, 47, 45 }; // Won't compile
   }
}
```

Initializing Dynamic Arrays

We discussed earlier that the system starts counting the element index from **0**. Moreover, accesses to elements of arrays are done in **constant time**. That means:

Accessing to the first element of the array has the same cost (in time) of accessing the second element, the third element and so on.

This is how you'll initialize a dynamic array:

```
using System;

public class MainClass {

   public static void Main(String [] args)
   {
      int[] arr = new int[3] {7,9,4};
      Console.WriteLine(arr[0]); //outputs 7
      Console.WriteLine(arr[1]); //outputs 9
   }
}
```

An array can also be created and initialized with custom values using collection initialization syntax, without specifying the array size:

```
using System;
public class MainClass {

  public static void Main(String [] args)
  {
     int[] arr = new int[] { 24, 2, 13, 47, 45 };
     Console.WriteLine(arr[0]); //outputs 24
     Console.WriteLine(arr[1]); //outputs 2
  }
}
```

Implicitly Typed Arrays

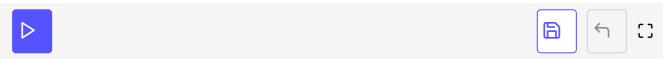
Alternatively, in combination with the var keyword, the specific type may be omitted so that the type of the array is inferred:

```
Console.WriteLine(item.ToString());
}

// same as string[]
var arr1 = new [] { "one", "two", "three" };
foreach(var item in arr1)
{
        Console.WriteLine(item.ToString());
}

// same as double[]
var arr2 = new [] { 1.0, 2.0, 3.0 };
foreach(var item in arr2)
{
        Console.WriteLine(item.ToString());
}

}
```



So far you've now got the idea of how we initialize arrays - now let's move over accessing array values!