



Introduction to Arrays

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CS 2401 (Fall 2010)

Elementary Data Structures and Algorithms

Arrays

- ◆ Arguably the most fundamental data structure
 - ◆ Other data structures built using arrays
 - ◆ Computer memory is like a giant array
- ◆ Convenient way to process large amounts of related data

Example: print three integers in reverse order (without array)

```
public static void main(String[] args) {  
    int num1,num2,num3;  
    System.out.println("Enter three integers:");  
  
    num1=console.nextInt();  
    num2=console.nextInt();  
    num3=console.nextInt();  
  
    System.out.println(num3);  
    System.out.println(num2);  
    System.out.println(num1);  
}
```

Example: print three integers in reverse order (without array)

```
public static void main(String[] args) {  
    int[] num = new int[3];  
    system.out.println("Enter three integers:");  
  
    for(int i=0; i<3; i++){  
        num[i]=console.nextInt();  
    }  
  
    for(int i=2; i>=0; i--)  
        system.out.println(num[i]);  
}
```

Array Definition

- ◆ A structured data type with a **fixed** number of components
- ◆ Every component is of the same type
- ◆ Components are accessed using their relative positions in the array
- ◆ In Java, arrays are objects

Example Array

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

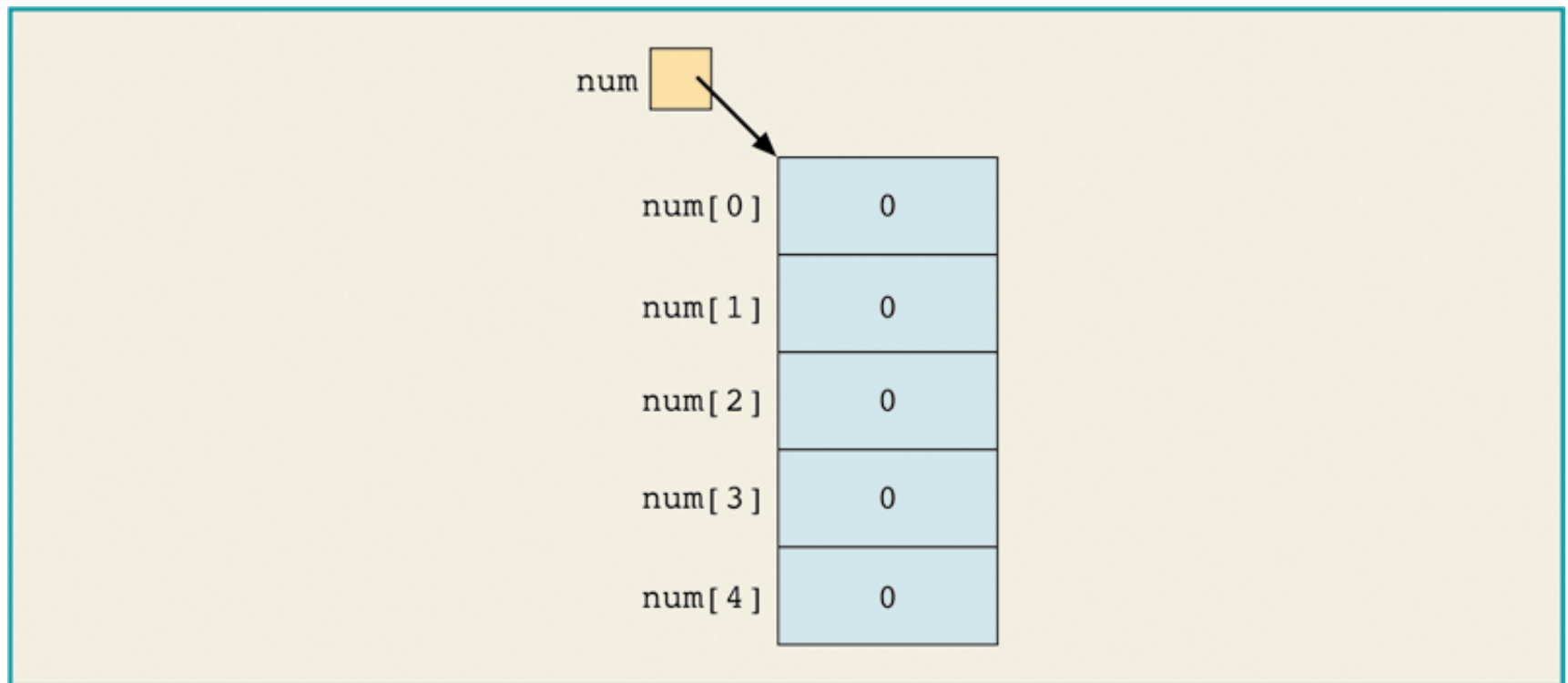


Figure 9-1 Array `num`

Example 2

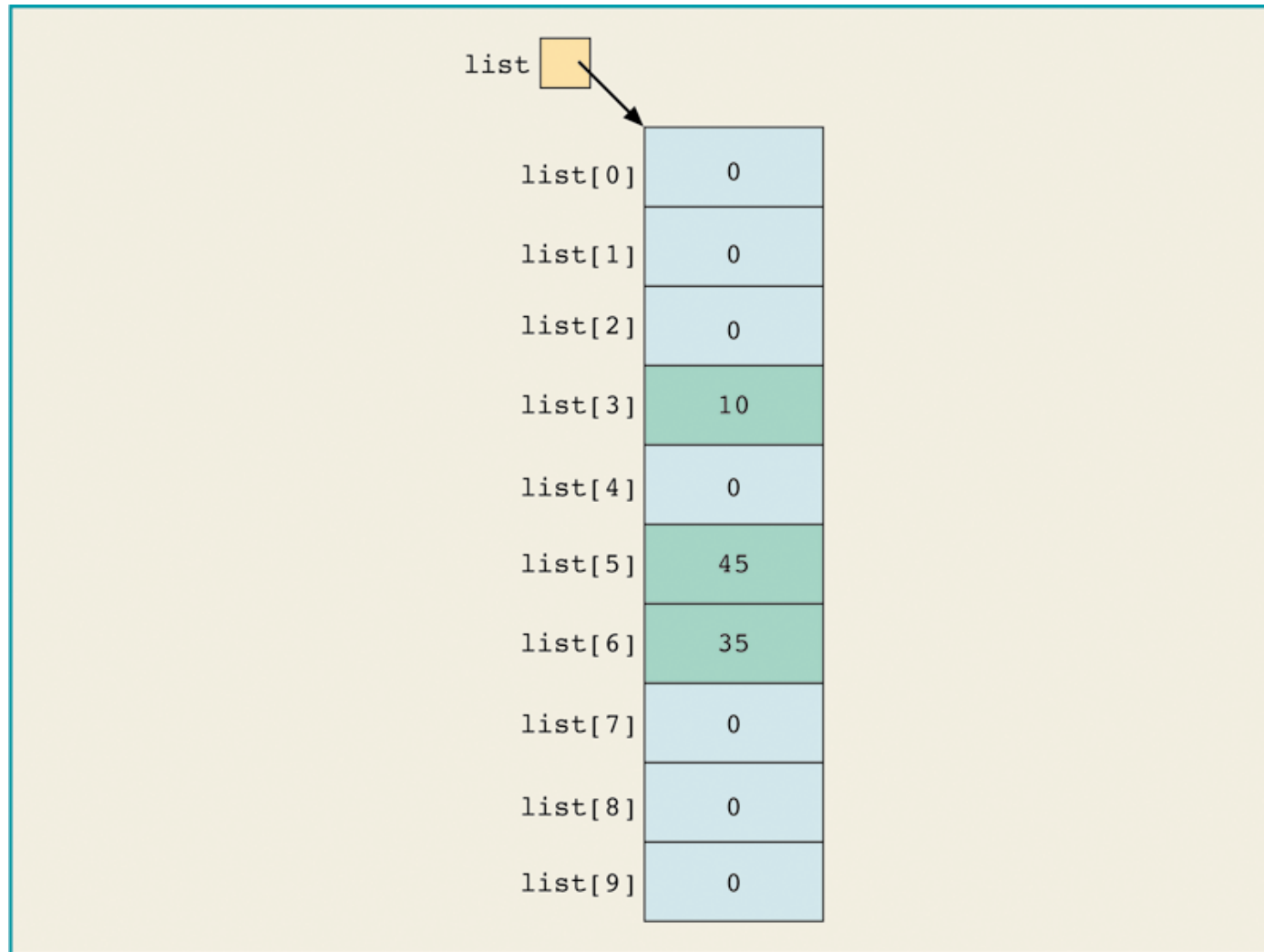


Figure 9-4 Array `list` after the statements `list[3]= 10;; list[6]= 35;;` and `list[5] = list[3] + list[6];` execute

Array Syntax

- ♦ **Syntax to declare an array:**

- ♦ `dataType[] arrayName;`
`arrayName = new dataType[N]`
- ♦ `dataType[] arrayName = new dataType[N]`
- ♦ `dataType[] arrayName1, arrayName2;`

- ♦ **Syntax to access an array component:**

- ♦ `arrayName[index]`
- ♦ `0 <= index < length of array`

Array Initialization During Declaration

```
double[] sales = {12.25, 32.50, 16.90, 23};
```

- ♦ Array size is determined by the number of initial values within the braces
- ♦ If an array is declared and initialized simultaneously, do not use the operator `new` to instantiate the array object

Specifying Array Size During Program Execution

```
int arraySize;  
System.out.print("Enter the size of "  
                + "the array: ");  
arraySize = console.nextInt();  
System.out.println();  
int[] list = new int[arraySize];
```

Must wait until you know the size to initialize

Array Default Values

What does the following code snippet print?

```
int[] numList = new int[10];  
System.out.println(numList[6]);
```

Arrays are initialized to the default value for the type

int: 0

boolean: false

String: null

Array Initialization

What does the following code snippet print?

```
int[] numList = new int[10];  
Arrays.fill(numList, 15);  
System.out.println(numList[6]);
```

Array Length

- ♦ A `public` instance variable `length` is associated with each array that has been instantiated
- ♦ `length` contains the size of the array

```
int[] numList = new int[10];
```

- ♦ The value of `numList.length` is 10

Processing One-Dimensional Arrays

- ♦ Loops used to step through elements in array and perform operations

```
int[] list = new int[100];

for (int i = 0; i < list.length; i++)
    //process list[i], the (i + 1)th
    //element of list

for (int i = 0; i < list.length; i++)
    list[i] = console.nextInt();

for (int i = 0; i < list.length; i++)
    System.out.print(list[i] + " ");
```

Determining Largest Element in Array

```
int[] sales = {5, 12, 14, 11, 19};
maxIndex = 0;

for (int i=1; i<sales.length; i++) {
    if (sales[maxIndex] < sales[i]) {
        maxIndex = i;
    }
}
largestSale = sales[maxIndex];
```

Extermination Exercise

```
int[] numList = {1, 2.8, 4, 6.7};  
double ave = 0;  
  
for (int i=1; i<=numList.length(); i++) {  
    ave += numList[i]  
}  
ave = ave / numList.length;  
System.println("Average: " + ave);
```

Extermination Exercise

```
double[] numList = {1, 2.8, 4, 6.7};  
double ave = 0;  
  
for (int i=0; i<numList.lengthX; i++) {  
    ave += numList[i];  
}  
  
ave = ave / numList.length;  
System.out.println("Average: " + ave);
```

Array Index Out of Bounds

- ♦ An array is in bounds if:
 $0 \leq \text{index} \leq \text{arraySize} - 1$
- ♦ If $\text{index} < 0$ or $\text{index} > \text{arraySize}$:
`ArrayIndexOutOfBoundsException` exception is thrown

Declaring Arrays as Formal Parameters to Methods

- ♦ General syntax to declare an array as a formal parameter: `dataType[] arrayName`

```
public static void arraysAsFormalParameter(int[] listA,  
                                           double[] listB, int num)  
{  
    //...  
}  
  
int[] intList = new int[10];  
double[] doubleNumList = new double[15];  
int number;  
  
arraysAsFormalParameter(intList, doubleNumList, number);
```

Array Copying

```
int[] listA = {5, 10, 15, 20, 25, 30, 35};  
int[] listB = {0, 0, 0, 0, 0, 0, 0};
```

```
listB = listA;  
System.out.println("Test1: " + listB[3]);
```

```
listB[2] = -1;  
System.out.println("Test2: " + listA[2]);
```

The Assignment Operators and Arrays

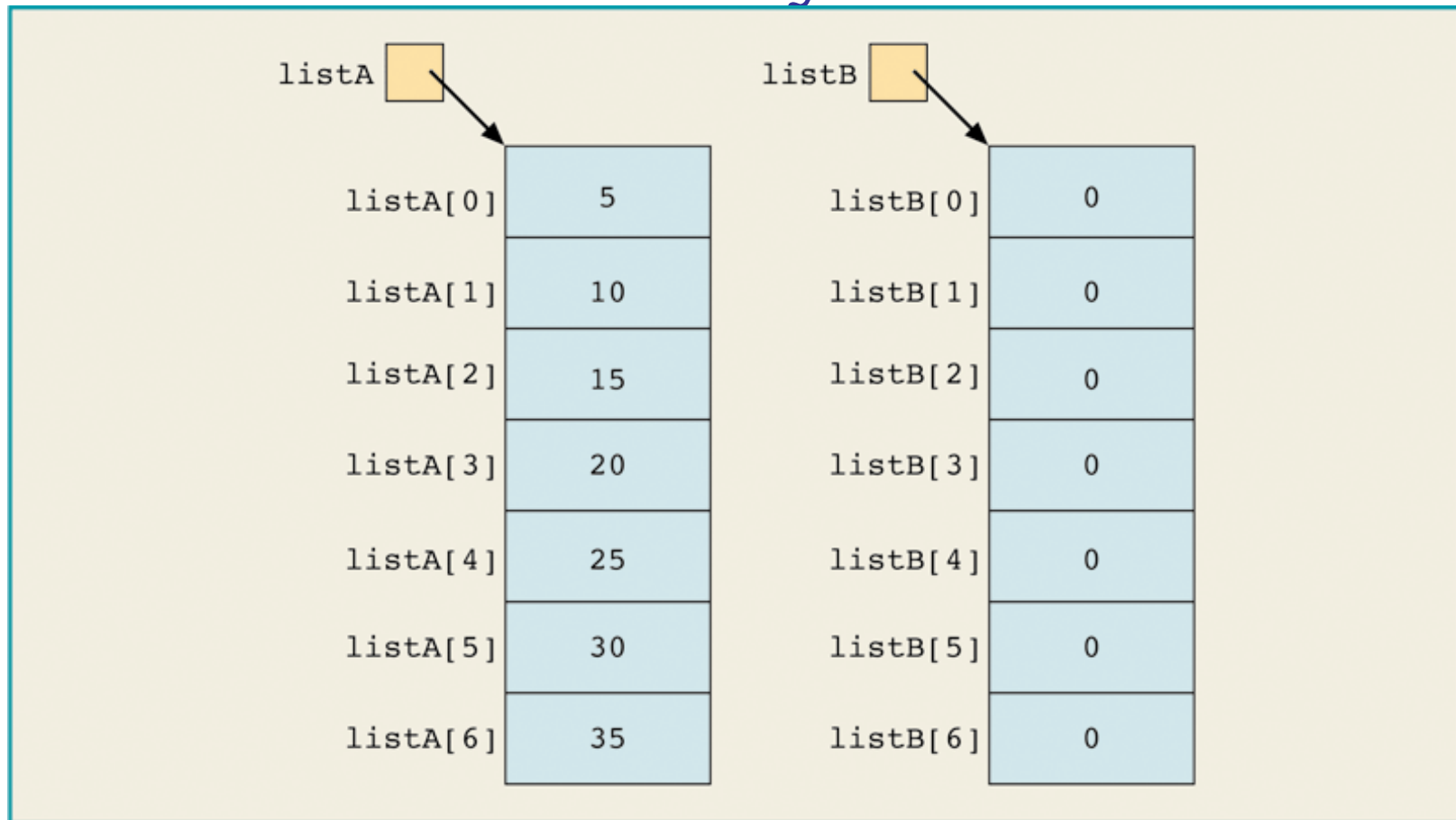


Figure 9-6 Arrays `listA` and `listB`

The Assignment Operators and Arrays (continued)

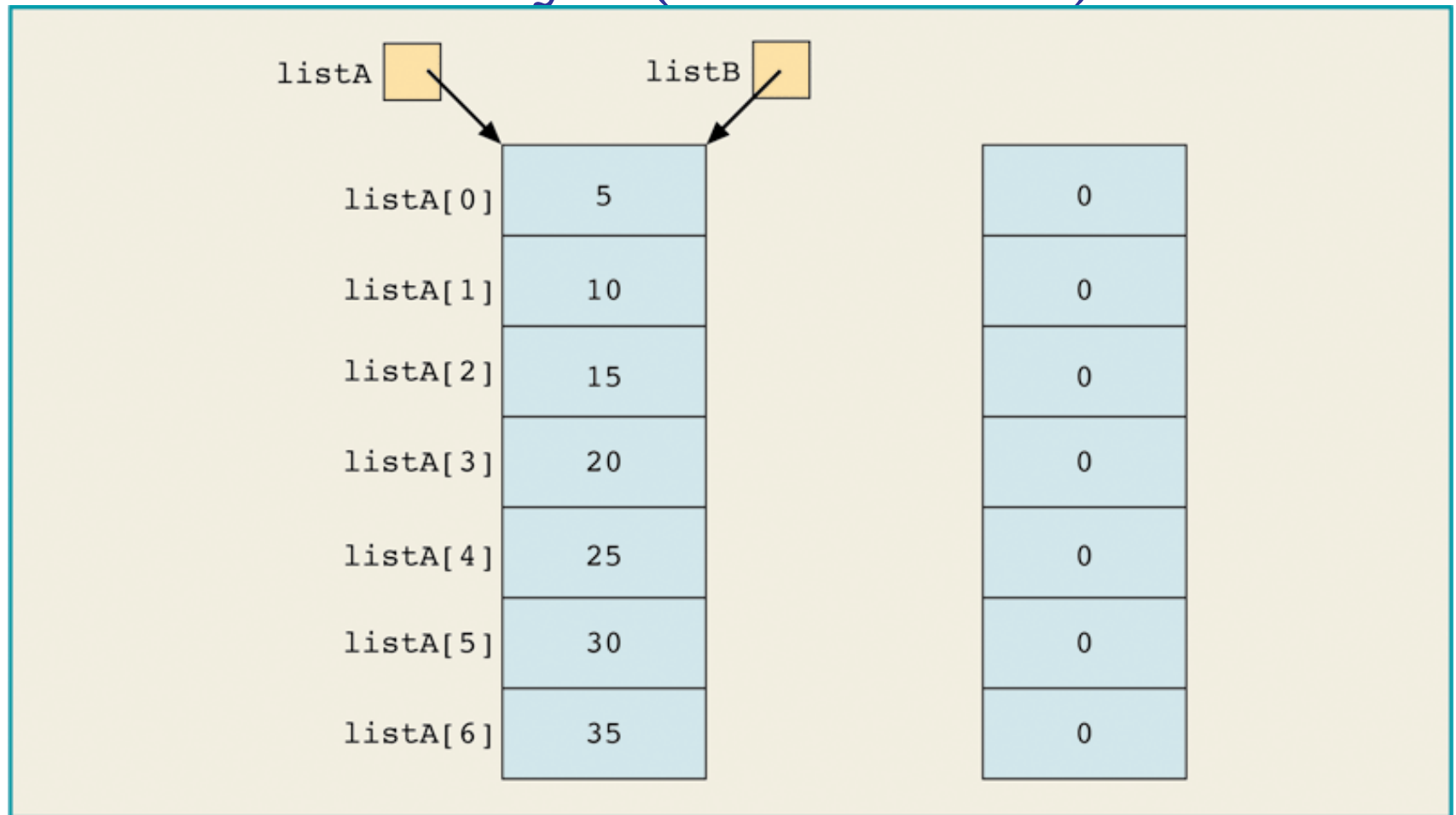


Figure 9-7 Arrays after the statement `listB = listA;` executes

How do you copy an array?

- ◆ Use a for loop
- ◆ Use `Arrays.copyOf()`

```
int[] copy = Arrays.copyOf(original,  
                           original.length);
```

- ◆ Use `System.arraycopy()`;

```
int[] copy = new int[original.length];  
System.arraycopy(original, 0, copy, 0,  
                 original.length);
```

Relational Operators Arrays

```
if (listA == listB)
```

```
...
```

- ♦ The expression `listA == listB` determines if the values of `listA` and `listB` are the same (refer to the same array)
- ♦ To determine whether `listA` and `listB` contain the same elements, compare them component by component
- ♦ You can write a method that returns `true` if two `int` arrays contain the same elements

Testing Array Equality

```
boolean isEqualArrays(int[] firstArray,  
                      int[] secondArray)  
{  
    if (firstArray.length != secondArray.length)  
        return false;  
    for (int index = 0; index < firstArray.length;  
         index++)  
        if (firstArray[index] != secondArray[index])  
            return false;  
    return true;  
}
```

Check out `Arrays.equals()`

Arrays of Objects

- ♦ Can use arrays to manipulate objects
- ♦ Example: Create an array named `array1` with `N` objects of type `T`:

```
T[] array1 = new T[N]
```

- ♦ Can instantiate `array1` as follows:

```
for(int j=0; j < array1.length; j++)  
    array1[j] = new T();
```

Array of String Objects

```
String[] nameList = new String[5];
```

```
nameList[0] = "Amanda Green";
```

```
nameList[1] = "Vijay Arora";
```

```
nameList[2] = "Sheila Mann";
```

```
nameList[3] = "Rohit Sharma";
```

```
nameList[4] = "Mandy Johnson";
```

Array of String Objects (continued)

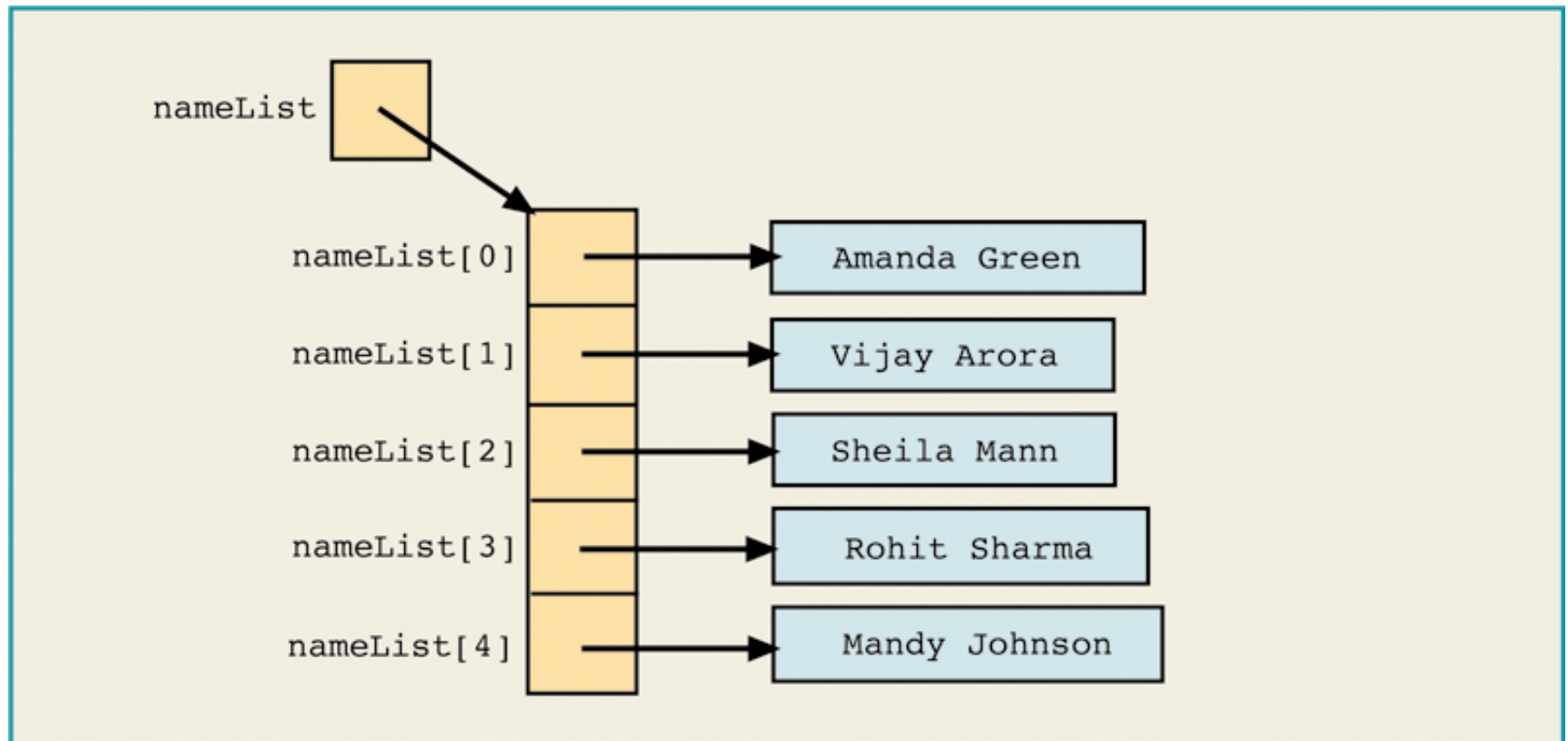


Figure 9-9 Array `nameList`

Arrays of Objects

```
Clock[] arrivalTimeEmp = new Clock[100];
```

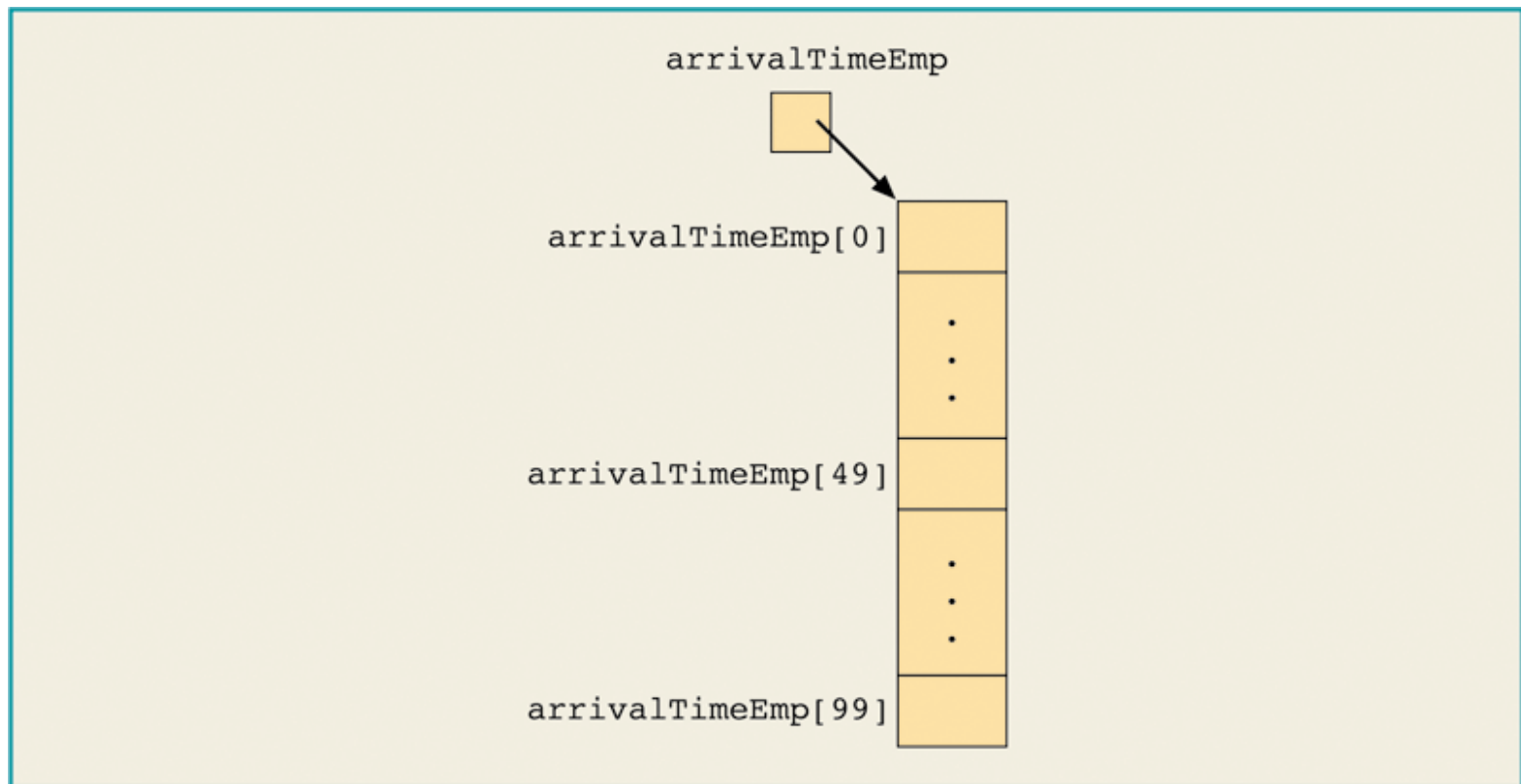


Figure 9-10 Array `arrivalTimeEmp`

Instantiating Array Objects

```
for (int j = 0; j < arrivalTimeEmp.length; j++)  
    arrivalTimeEmp[j] = new Clock();
```

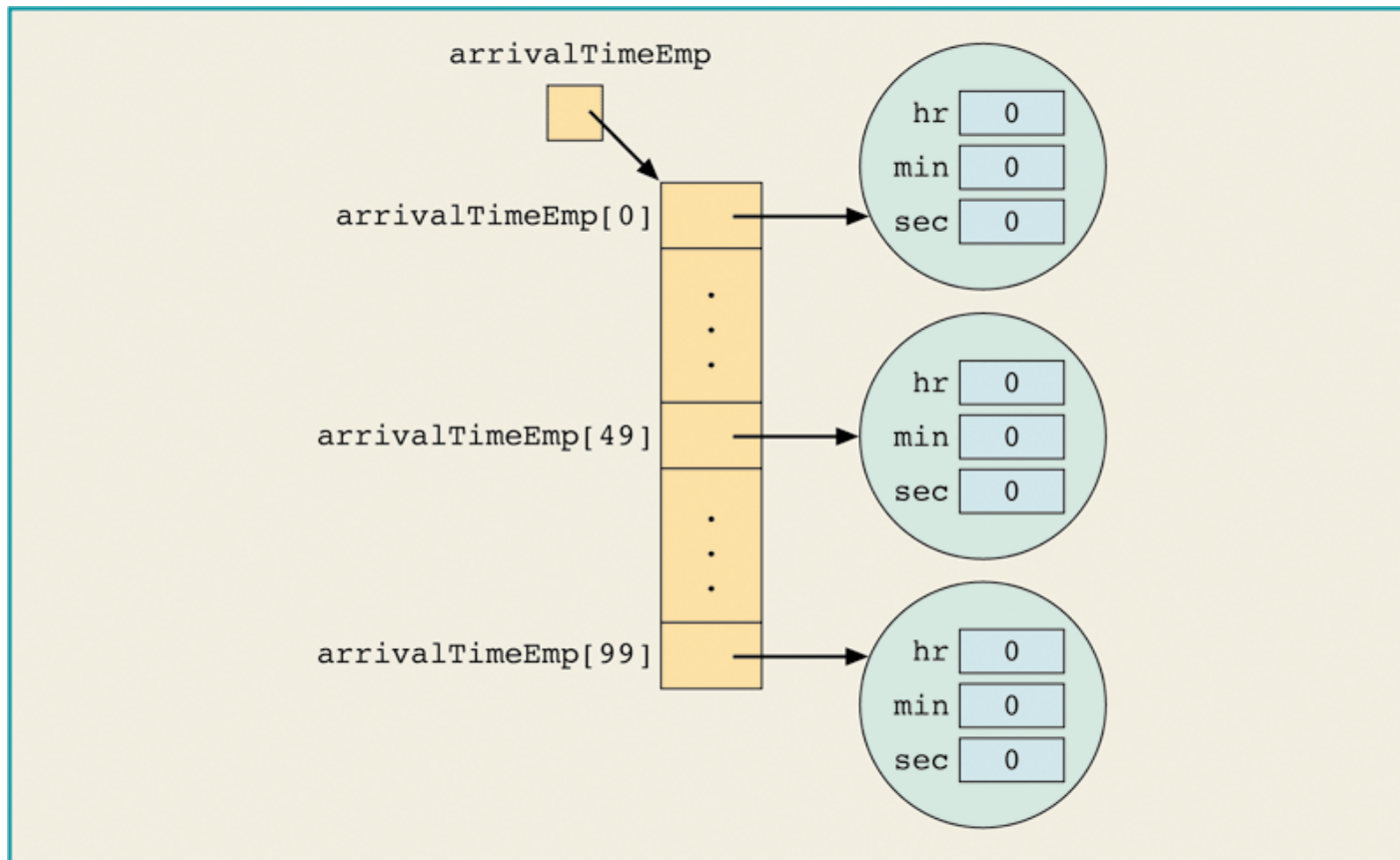


Figure 9-11 Array `arrivalTime` after instantiating the objects for each component

Instantiating Array Objects

```
arrivalTimeEmp[49].setTime(8, 5, 10);
```

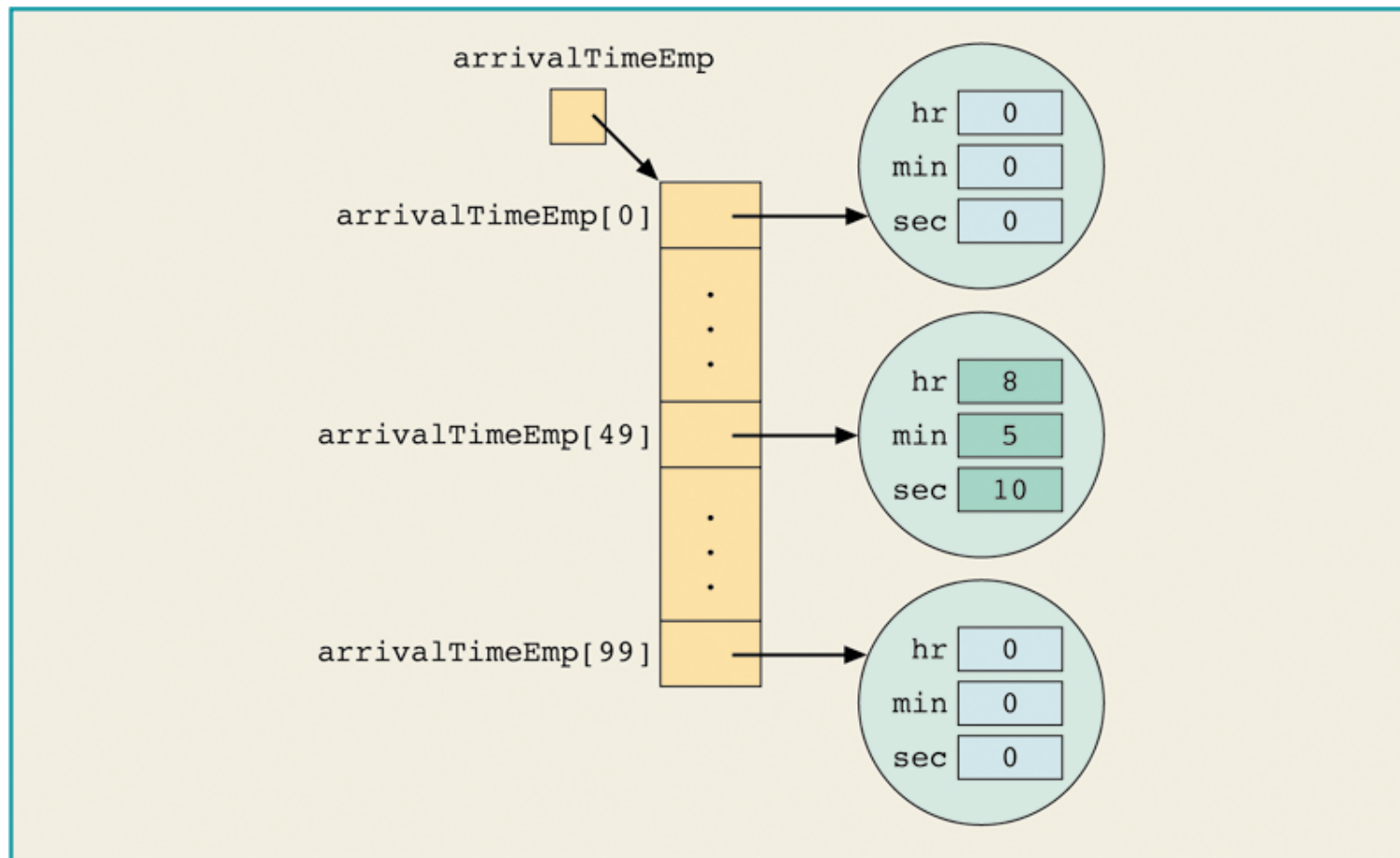


Figure 9-12 Array `arrivalTimeEmp` after setting the time of employee 49

Arrays and Variable Length Parameter List

- ♦ The syntax to declare a variable length formal parameter (list) is:

`dataType ... identifier`

Arrays and Variable Length Parameter List (continued)

```
public static double largest(double ... numList)
{
    double max;
    int index;
    if (numList.length != 0)
    {
        max = list[0];
        for (index = 1; index < numList.length;
              index++)
        {
            if (max < numList [index])
                max = numList [index];
        }
        return max;
    }
    return 0.0;
}
```

foreach loop

- ♦ The syntax to use `for` loop to process the elements of an array is:

```
for (dataType identifier : arrayName)  
    statements
```

- ♦ `identifier` is a variable, and the data type of `identifier` is the same as the data type of the array components

foreach loop

```
sum = 0;  
for (double num : list)  
    sum = sum + num;
```

- ♦ The `for` statement is read for each `num` in `list`
- ♦ The identifier `num` is initialized to `list[0]`
- ♦ In the next iteration, the value of `num` is `list[1]`, and so on



Multi-Dimensional Arrays



Multi-Dimensional Arrays

We can have arrays of objects

Arrays are objects...

Can we have an array of arrays?

Why?

- ◆ Great for storing and manipulating “matrix” data
- ◆ Examples
 - ◆ Board Games
 - ◆ Excel Spreadsheets
 - ◆ Others?

Two-Dimensional Arrays

- ♦ To declare/instantiate a two-dimensional array:

```
dataType[][] name = new dataType[4][3];
```

- ♦ To initialize in the declaration:

```
dataType[][] name = {{1,2,3},{4,5,6},  
                     {7,8,9},{10,11,12}};
```

Accessing 2d Arrays

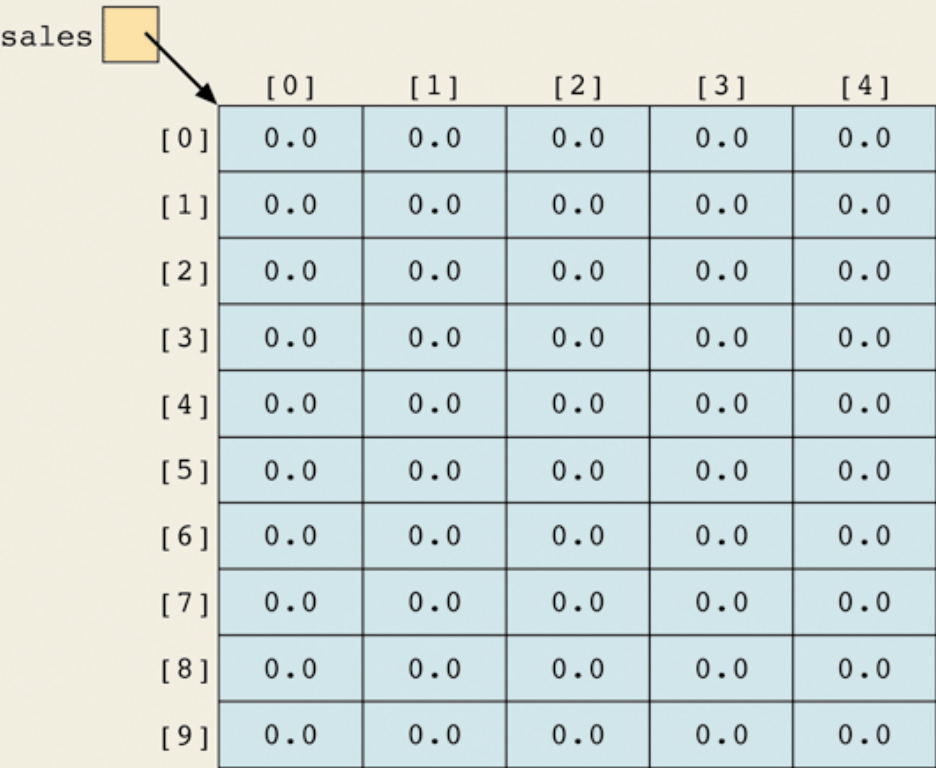
- ♦ To access a component of a two-dimensional array:

```
arrayName[index1][index2];
```

- ♦ `index1` = row position
- ♦ `index2` = column position

Two-Dimensional Arrays

```
double[][] sales = new double[10][5];
```



The diagram illustrates a two-dimensional array named 'sales'. It is represented as a table with 10 rows and 5 columns. Each cell in the table contains the value 0.0. The rows are indexed from [0] to [9], and the columns are indexed from [0] to [4]. An arrow points from the variable 'sales' to the first row of the array.

	[0]	[1]	[2]	[3]	[4]
[0]	0.0	0.0	0.0	0.0	0.0
[1]	0.0	0.0	0.0	0.0	0.0
[2]	0.0	0.0	0.0	0.0	0.0
[3]	0.0	0.0	0.0	0.0	0.0
[4]	0.0	0.0	0.0	0.0	0.0
[5]	0.0	0.0	0.0	0.0	0.0
[6]	0.0	0.0	0.0	0.0	0.0
[7]	0.0	0.0	0.0	0.0	0.0
[8]	0.0	0.0	0.0	0.0	0.0
[9]	0.0	0.0	0.0	0.0	0.0

Figure 9-14 Two-dimensional array sales

Accessing Two-Dimensional Array Components

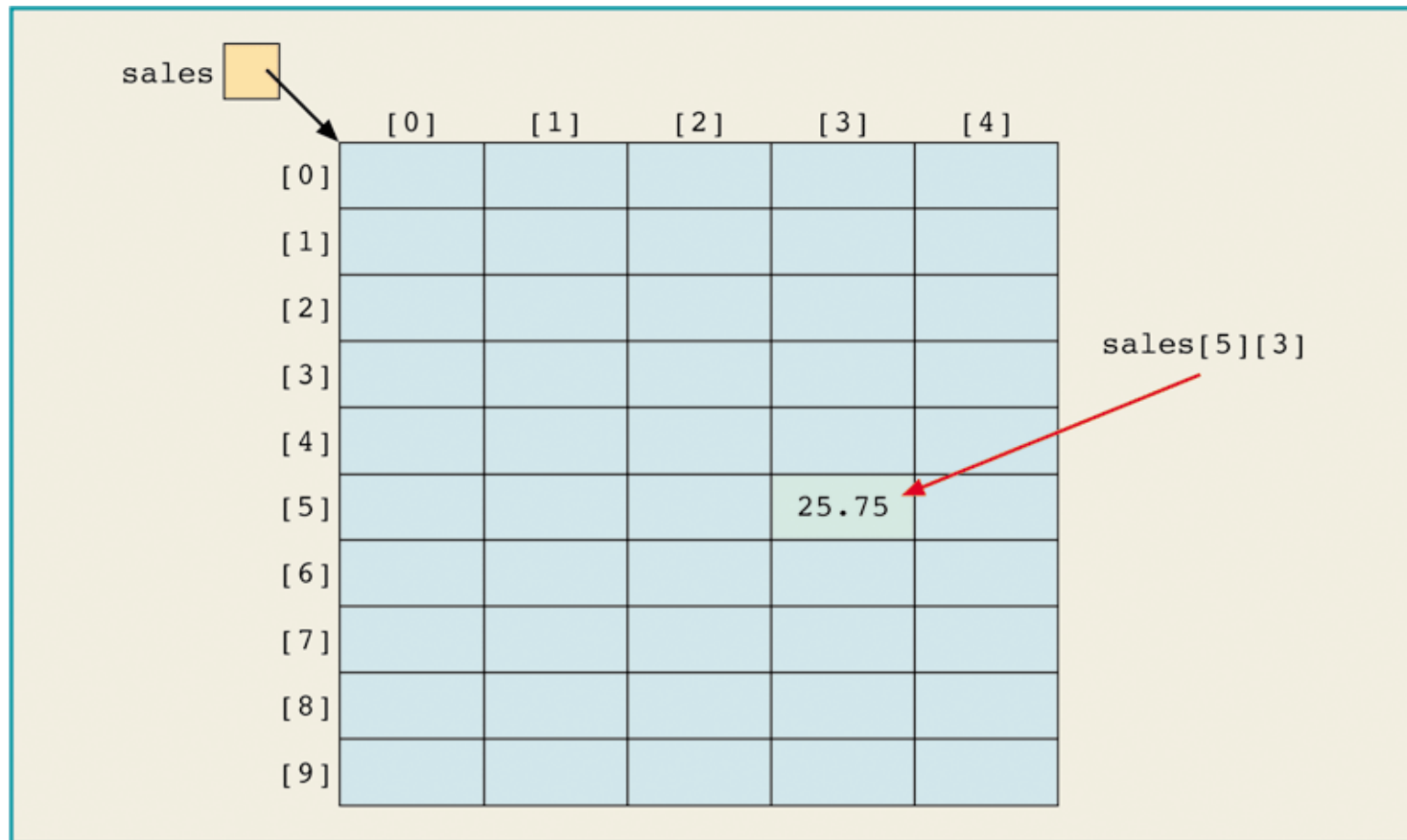


Figure 9-15 `sales[5][3]`

Example: Seating Chart

- ◆ Suppose I want to write a program to store the names of everyone in this course, organized by where they are currently sitting
- ◆ Write a piece of code to declare a data structure to store this information
- ◆ Initialize the correct element with your name
 - ◆ Front row is “0”
 - ◆ Left column is “0”

Size of 2d Arrays

```
dataType[][] name = new dataType[4][3];
```

- ♦ How do we get the number of rows in a 2d array?

```
numRows = name.length; // 4
```

- ♦ How do we get the number of columns?

```
numCols = name[0].length; // 3
```

Processing 2d Arrays

- ♦ Three ways to process two-dimensional arrays:
 - ♦ Entire array
 - ♦ Particular row of array (row processing)
 - ♦ Particular column of array (column processing)
- ♦ Processing algorithms is similar to processing algorithms of one-dimensional arrays
- ♦ Use two for loops

Processing 2d Arrays

Initialization

```
for (row = 0; row < matrix.length; row++)  
    for (col = 0; col < matrix[row].length; col++)  
        matrix[row][col] = 10;
```

Print

```
for (row = 0; row < matrix.length; row++) {  
    for (col = 0; col < matrix[row].length; col++) {  
        System.out.printf("%7d", matrix[row][col]);  
    }  
    System.out.println();  
}
```

Processing 2d Arrays

Exercise: write code to output the sum of each *row* of a 2d matrix

Sum by Row

```
for (row = 0; row < matrix.length; row++) {  
    sum = 0;  
    for (col = 0; col < matrix[row].length; col++) {  
        sum = sum + matrix[row][col];  
    }  
    System.out.println("Sum of row " + (row + 1)  
        + " = " + sum);  
}
```

Processing 2d Arrays

Exercise: write code to output the sum of each *column* of a 2d matrix

Sum by Column

```
for (col = 0; col < matrix[0].length; col++) {  
    sum = 0;  
    for (row = 0; row < matrix.length; row++) {  
        sum = sum + matrix[row][col];  
    }  
    System.out.println("Sum of column " + (col + 1)  
        + " = " + sum);  
}
```

Processing 2d Arrays

Exercise: write code to output the maximum element of each row in a 2d matrix

```
for (row = 0; row < matrix.length; row++) {  
    largest = matrix[row][0];  
    for (col = 1; col < matrix[row].length; col++) {  
        if (largest < matrix[row][col]) {  
            largest = matrix[row][col];  
        }  
    }  
    System.out.println("The largest element of row "  
        + (row + 1) + " = " + largest);  
}
```



Multi-Dimensional Arrays (continued)

Exercise: Reverse an Array

Write code to reverse the elements of an array

```
double[] a = {9.3, 1.1, 7.8, 8.9, 3.0};  
double[] b = new double[a.length];  
  
for (int i = 0; i < a.length; i++) {  
    b[a.length-i-1] = a[i];  
}
```

Reverse an Array

(without declaring a new array)

```
double[] a = {9.3, 1.1, 7.8, 8.9, 3.0};

int N = a.length;
for (int i = 0; i < N/2; i++) {
    double temp = a[N-i-1];
    a[N-i-1] = a[i];
    a[i] = temp;
}
```

“Ragged” Arrays

Does every row in a 2d array need to be the same size?

No!

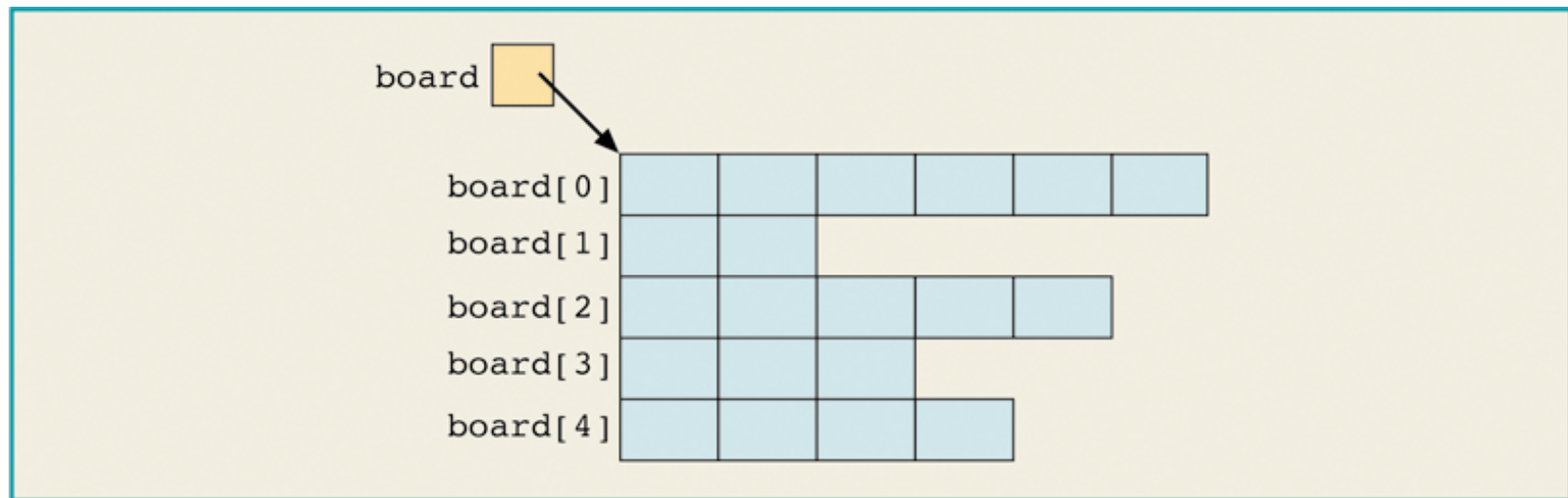


Figure 9-16 Two-dimensional array board

Initializing Ragged Arrays

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

```
dataType[][] name = new dataType[3][];
```

```
name[0] = new dataType[2];  
name[1] = new dataType[3];  
name[2] = new dataType[4];
```

Processing Ragged Arrays

- ♦ Ragged arrays can be useful, but have a big pitfall
- ♦ It is very easy to get *ArrayIndexOutOfBoundsException*

```
for (row = 0; row < matrix.length; row++) {  
    for (col = 0; col < matrix[0].length; col++) {  
        System.out.printf("%7d", matrix[row][col]);  
    }  
    System.out.println();  
}
```

Exercise

- ♦ Write a method to determine if an array is ragged.

```
boolean isRagged(int [][] X) {  
    for(int i=1; i<X.length; i++) {  
        if (X[i].length != X[0].length) {  
            return true;  
        }  
    }  
    return false;  
}
```

Multidimensional Arrays

- ♦ Can define three-dimensional arrays or n-dimensional arrays (n can be any number)
- ♦ Syntax to declare and instantiate array:

```
dataType[][]...[] arrayName = new  
    dataType[intExp1][intExp2]...[intExpn];
```

- ♦ Syntax to access component:

```
arrayName[indexExp1][indexExp2]...[indexExpn]
```

- ♦ `intExp1, intExp2, ..., intExpn` = **positive integers**
- ♦ `indexExp1, indexExp2, ..., indexExpn` = **non-negative integers**

Loops to Process Multidimensional Arrays

```
double[][][] carDealers = new double[10][5][7];

for (i = 0; i < 10; i++)
    for (j = 0; j < 5; j++)
        for (k = 0; k < 7; k++)
            carDealers[i][j][k] = 10.00;
```

Arrays in Memory

- ♦ What does a multi-dimensional array look like in computer memory?
- ♦ How is the space allocated?

```
dataType[][] name = { {1, 2, 3},  
                       {4, 5, 6},  
                       {7, 8, 9},  
                       {10, 11, 12} };
```



Exercise

- ♦ Can we create a class that implements a 2d array using a 1d array?

2d Array Using 2d

```
public class Array2d {  
  
    Object[] array;  
    int nRows;  
    int nCols;  
  
    public Array2d(int nRows, int nCols) {  
        this.nRows = nRows;  
        this.nCols = nCols;  
        array = new Object[nRows * nCols];  
    }  
}
```

2d Array Using 1d (cont)

```
private computeIndex(int row, int col) {  
    return ((nCols * row) + col);  
}  
  
public void set(int row, int col, Object value) {  
    array[computeIndex(row,col)] = value;  
}  
  
public Object get(int row, int col) {  
    return array[computeIndex(row,col)];  
}  
}
```

Arrays and Memory

What is the problem with the following code?

```
int N = 1000;  
int[] a = new int[N*N*N*N];
```

Exercise

- ♦ Write a program that counts the number of times each digit between 0 and 9 occurs in a 2d array.

```
int[] counts = new int[10];  
countOcc(myArray, counts);
```

```
public void countOcc(int[][] array,  
                    int[] counts) {  
  
    }  
}
```

```
int[] counts = new int[10];
countOcc(myArray, counts);

public void countOcc(int[][] a,
                    int[] counts) {
    for (int i = 0; i < a.length; i++) {
        for (int j = 0; j < a[i].length; j++) {
            if (a[i][j] < 0) continue;
            if (a[i][j] > 9) continue;
            counts[a[i][j]]++;
        }
    }
}
```

Exercise: Sudoku

8			4		6			7
						4		
	1					6	5	
5		9		3		7	8	
				7				
	4	8		2		1		3
	5	2					9	
		1						
3			9		2			5

Exercise: Sudoku

8	3	5	4	1	6	9	2	7
2	9	6	8	5	7	4	3	1
4	1	7	2	9	3	6	5	8
5	6	9	1	3	4	7	8	2
1	2	3	6	7	8	5	4	9
7	4	8	5	2	9	1	6	3
6	5	2	7	8	1	3	9	4
9	8	1	3	4	5	2	7	6
3	7	4	9	6	2	8	1	5

Group Exercise

- ♦ Write a program to determine if a 2d input matrix is a valid Sudoku solution
- ♦ Hint: write a method similar to the previous example, and use this method repeatedly
- ♦ Solution posted on website