Arrays

Lecture 30
Sections 8.1, 8.2, 8.4

Robb T. Koether

Hampden-Sydney College

Mon, Nov 12, 2018

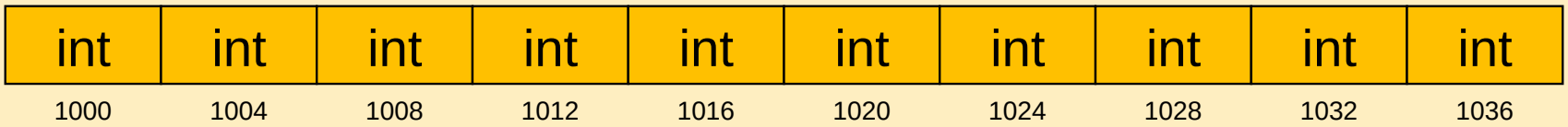
Outline

Arrays

- An array is an indexed collection of objects, all of a single type.
- An array is used to store a list of objects, such as a list of names.
- The array consists of individual array elements.
- The elements are stored in contiguous memory locations.
- The number of elements in the array is the size of the array.

Arrays

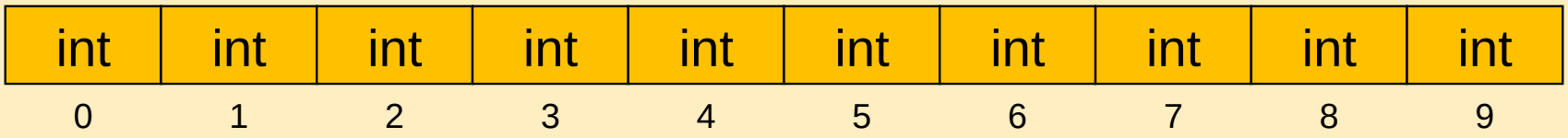
An Array of 10 `int`s



An array of 10 ints
(memory addresses)

Arrays

An Array of 10 `int`s



An array of 10 ints
(indexes)

Outline

Array Declarations

- An array declaration must indicate
  - The name of the array.
  - The fact that the object is an array.
  - The type of element in the array.
  - The number of elements in the array.
- Given that information, the compiler will allocate the necessary memory and, perhaps, initialize the array.

Array Declarations

Array Declaration

```
type name[size];
```

- In the array declaration
  - `type` is the type of element in the array.
  - `name` is the name chosen for the array.
  - `[]` indicates that `name` is an array.
  - `size` is the number of elements in the array.

Examples of Array Declarations

Array Declarations

```
string name[30];      // 30 strings
int testScore[25];    // 25 ints
Point pentagon[5];    // 5 Point objects
Date birthdays[3]:    // 3 Date objects
```

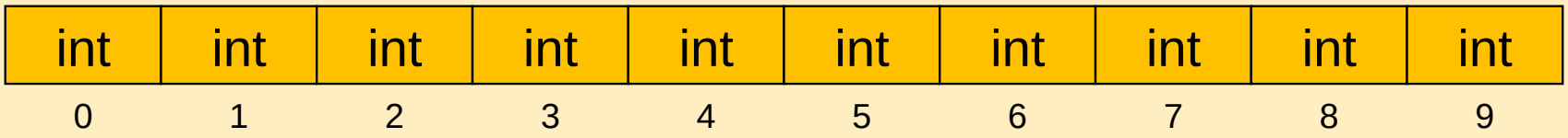
Outline

Accessing Array Elements

- An array is given a single name.
- Individual elements may be accessed through an index, written within square brackets `[]` (the subscript operator).
- The indexing begins with `0`.
- In an array of size `n`, the indexes range from `0` to `n - 1`.

Arrays

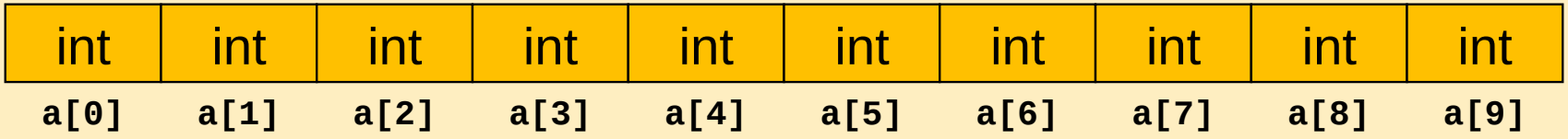
An Array of 10 `int`s



An array of 10 ints
(indexes)

Arrays

An Array of 10 `int`s



An array of 10 ints
(element names)

Example of an Array

- The `string` class stores characters in an array.

Example of an Array

- The `string` class stores characters in an array.
- The expression `str[i]` represents the i^{th} character (starting at `0`) of the string `str`.

Example of an Array

- The `string` class stores characters in an array.
- The expression `str[i]` represents the i^{th} character (starting at `0`) of the string `str`.
- If the size of the string is `n`, then the characters are `str[0]` through `str[n - 1]`.

Example of an Array

- The `string` class stores characters in an array.
- The expression `str[i]` represents the i^{th} character (starting at `0`) of the string `str`.
- If the size of the string is `n`, then the characters are `str[0]` through `str[n - 1]`.
- In the same manner, if `list` is an array of 10 integers, then the individual integers are accessed through the names `list[0]`, `list[1]`, ..., `list[9]`.

Outline

Array Initialization

- If the array elements are a fundamental type (e.g., **`int`**, **`float`**, **`bool`**), then the array is uninitialized.
- If the array elements are a created type (e.g., `Point`, `Rational`, `Date`, `string`) then the array is initialized using the default constructor of that type.

Array Initialization

Array Initialization

```
int a[10];              // Unitialized ints
double d[10];           // Unitialized doubles
string str[10];         // Initialized to ""
Rational r[10];         // Initialized to 0/1
Point pentagon[5];      // Initialized to (0, 0)
Date birthdays[3];      // Initialized to Jan 1, 1601
```

Array Initialization

Array Initialization

```
int a[10];
int b[10] = {2, 4, 6, 8, 10, 1, 3, 5, 7, 9};
int c[] = {2, 4, 6, 8, 10, 1, 3, 5, 7, 9};
int d[10] = {2, 4, 6};
```

- The above example shows
  - An uninitialized array of size 10.
  - An initialized array of size 10.
  - An initialized array of implied size 10.
  - A partially initialized array of size 10.

Array Initialization

Array Initialization

```
int a[10];              // Unitialized ints
for (int i = 0; i < 10; i++)
    a[i] = 10*i + 5;
```

- Use a `for` loop to initialize to `5`, `15`, `25`, `...`, `95`.

Examples of Array Initialization

- Examples
  - `ArrayInit.cpp`
  - `CardHand.cpp`

Outline

Assignment

Assignment

- Read Sections 8.1, 8.2, 8.4.