

Computer Science & Engineering 150A
Problem Solving Using Computers

Lecture 06 - Arrays

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Chapter 8

- 8.1 Declaring and Referencing Arrays
- 8.2 Array Subscripts
- 8.3 Using For Loops for Sequential Access
- 8.4 Using Array Elements as Function Arguments
- 8.5 Array Arguments
- 8.6 Searching and Sorting an Array
- 8.7 Multidimensional Arrays
- 8.9 Common Programming Errors

Introduction

- Simple data types use a single memory cell to store a variable
- Collections of data should be logically grouped
- Example: 75 students in the class; should we declare 75 separate variables to hold grades?
- Grouping related data items together into a single composite data structure is done using an *array*

Declaring Arrays I

- An array is a collection of two or more adjacent memory cells, called **array elements**
- All elements in an array are associated with a single variable name
- Each element is individually accessed using *indices*

Declaring Arrays II

- To set up an array in memory, we declare both the *name of the array* and the *number of cells* associated with it:

```
double my_first_array[8];  
int students[10];
```

 - The first one instructs C to associate 8 memory cells of type **double** with the name **my_first_array**
 - The second one instructs C to associate 10 memory cells of type **int** with the name **students**
- In all cases, the memory cells will be adjacent to each other in memory

```
double my_first_array[8];
```

```
int students[10];
```

- The first one instructs C to associate 8 memory cells of type `double` with the name `my_first_array`
- The second one instructs C to associate 10 memory cells of type `int` with the name `students`

- In all cases, the memory cells will be adjacent to each other in memory

Referencing Array Elements I

- To process the data stored in an array, each individual element is associated to a reference value
- By specifying the *array name* and identifying the element desired, we can access a particular value
- The subscripted variable `x[0]` (read as *x* sub zero) references the *first* element

Referencing Array Elements II

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- Other elements can be accessed similarly: `x[1]`, `x[2]`, ...

```
myArray[0] = 8;
printf("value of second element=%d",myArray[1]);
scanf("input a number: %d",&anotherArray[9]);
```
- For an array of size n , we index $0, 1, \dots, n-1$
 - Think of index as an *offset* from *base address*
- An array size *must* be an integer (no such thing as half an element)
- Similarly, each index is also an integer

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Referencing Array Elements I
Pitfall

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Take care that you do not reference an index outside the array:

```
1 double grades[75];
2 ...
3 printf("75th grade is %f\n", grades[74]);
4 printf("76th grade is %f\n", grades[75]); ← Illegal
5 printf("-1th grade is %f\n", grades[-1]); ← Illegal
6
7 int i;
8 for(i=0; i<76; i++)
9     printf("%d-th grade is %f\n", (i+1), grades[i]);
10     ↑ Illegal on last iteration
```

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Array Initialization

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- You can declare multiple arrays along with regular variables:

```
double cactus[5], needle, pins[7];
```
- We can initialize a simple variable when we declare it:

```
int sum = 0;
```
- Same with arrays:

```
1 int array[SIZE];
2 for(i=0; i < SIZE; i++)
3     array[i] = 0;
```

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Array Declaration & Initialization

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- We can declare and initialize an array
- If we initialize when we declare, we can omit the size

```
1 int primeNumbersLessThanHundred[] = {
2     2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37,
3     41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83,
4     89, 97 };
```

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Using for Loops for Sequential Access

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- Elements of an array are processed in sequence, starting with element **zero**.
- This processing can be done easily using an indexed `for` loop: a counting loop whose loop control variable runs from zero to one less than the array size.
- Using the loop counter as an array index (subscript) gives access to each array element in turn.

```
1 for(i=0; i < SIZE; i++) {
2     printf("%d ", array[i]);
3 }
```

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Using Array Elements as Function Arguments

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You can use `scanf` with array elements just like with regular variables

```
1 int x[10];
2 int i = 0;
3 scanf("%d", &x[i]);
4 printf("Hey, I read %d\n", x[i]);
```

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Arrays as Arguments

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- You can also use entire arrays as function arguments
- Passing arrays as arguments to a function means:
 - The function can access any value in the array
 - The function can change any value in the array
- Syntax: specify an array as a parameter by using the square brackets:
`int sum(int array[], int size);`
- Note: what is *actually* being passed is a *pointer* to the first element of the array!
- We could equivalently define:
`int sum(int *array, int size);`

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Full Example

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```

1 #include <stdio.h>
2
3 int sum(int array[], int size);
4
5 int main(void)
6 {
7     int foo[] = {1,2,3,4,5,6,7,8,9,10}, i;
8     printf("sum of all array elements is %d\n", sum(foo, 10));
9     return 0;
10 }
11
12 int sum(int a[], int size)
13 {
14     int i, summation = 0;
15     for(i=0; i<size; i++)
16     {
17         summation += a[i];
18     }
19     return summation;
20 }

```

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Formal Array Parameter

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- It was necessary to pass an additional variable `size` to `sum`
- An array does not have an explicit size associated with it
- C does not allocate space in memory for arrays; the operating system does this *at runtime*
- As programmers, we are responsible for:
 - Memory management
 - For keeping track of the size of an array
 - For ensuring that we do not access memory outside the array
- If a function accesses an array, it needs to be told how big it is

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Arrays as Input Arguments

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- Since arrays are passed *by reference* (like `scanf`), functions can modify their values
- Sometimes, we would like to pass arrays as arguments, but do not want to change their values.
- We can do this by using the `const` quantifier in the function declaration: `int sum(const int foo[], int size) ...`
- Specifies to the compiler that the array is to be used *only* as an input
- The function does not intend to modify the array
- The compiler enforces this: any attempt to change an array element in the function as an error

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Returning an Array Result

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- C only allows us to return a single item
- It is not possible to return an array (a collection of items)
- We can, however, return a *pointer* to an array
- We cannot return a pointer to a *local* array (dangerous; undefined behavior)
- Requires knowledge of *dynamic memory* and `malloc`
- More later this semester; for now: simply declare an array large enough for your purposes
 - Might need two controlling variables: one for max array size and one for number of cells used

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Searching and Sorting an Array

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Two common problems with array processing:

- Searching - Finding the index of a particular element in an array
- Sorting - rearranging array elements in a particular order

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Searching an Array

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```

1 Assume the target has not been found
2 Start with the initial array element,  $a[0]$ 
3 while the target is not found and there are more array elements
  do
4   if the current element matches array then
5     set flag true and store the array index
6   end
7   advance to next array element
8 end
9 if flag is set to true then
10  return the array index
11 end
12 return -1 to indicate not found

```

Algorithm 1: Searching Algorithm

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Searching an Array

C code

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```

1 int search(int array[], int size, int target)
2 {
3     int found = 0, index = -1;
4     while ( !found && ( i < size ) )
5     {
6         if ( array[i] == target ) {
7             found = 1;
8             index = i;
9         }
10        else {
11            i++;
12        }
13    }
14    if(found)
15        return index;
16    else
17        return -1;
18 }

```

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Sorting an Array - Selection

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```

1 foreach index value  $i = 0, \dots, n - 2$  do
2     Find the index of the smallest element in the
   subarray  $a[i, \dots, n - 1]$ 
3     Swap the smallest element with the element
   stored at index  $i$ 
4 end

```

Algorithm 2: Selection Sort Algorithm

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```

1 void selectionSort(int *a, int size)
2 {
3     int i, j, minimum_index, temp;
4     for(i=0; i<size-2; i++)
5     {
6         minimum_index = i;
7         for(j=i+1; j<size; j++)
8         {
9             if(a[minimum_index] > a[j])
10            {
11                index_of_min = j;
12            }
13        }
14        temp = a[i];
15        a[i] = a[minimum_index];
16        a[minimum_index] = temp;
17    }
18 }

```

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Sorting an Array - Bubble Sort

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```

1 while  $i \leq n - 1$  do
2     while  $j \leq n - 1$  do
3         if  $a[j] > a[j + 1]$  then
4             Swap  $a[j]$  and  $a[j + 1]$ 
5         end
6     end
7 end

```

Algorithm 3: Bubble Sort Algorithm

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Sorting an Array - Bubble Sort

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```

1 void bubbleSort(int *a, int size)
2 {
3     int i, j, temp;
4     for (i=0; i<size-1; i++)
5     {
6         for(j=0; j<size-1; j++)
7         {
8             if (a[j] > a[j+1])
9             {
10                temp = a[j];
11                a[j] = a[j+1];
12                a[j+1] = temp;
13            }
14        }
15    }
16 }

```

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Multidimensional Arrays I

- A multidimensional array is an array with two or more dimensions
- Two-dimensional arrays represent tables of data, matrices, and other two-dimensional objects
- Declare multidimensional arrays similar to regular arrays:

```
int myArray[10][20];
```
- This declares a 10×20 sized array
- Interpretation: 10 rows, 20 columns

Multidimensional Arrays II

- Each row/column is still indexed $0, \dots, n-1$ and $0, \dots, m-1$
- Last row, last column: `myArray[9][19] = 29;`
- When iterating over a multidimensional array, use nested for loops

```
1 int a[10][10];
2 for(i=0; i<10; i++)
3     for(j=0; j<10; j++)
4         a[i][j] = 1 + i + j;
```

Initialization of Multidimensional Arrays

You can initialize multidimensional arrays when declaring

```
1 char tictactoe[][3] = { {' ', ' ', ' ' },
2                           {' ', ' ', ' ' },
3                           {' ', ' ', ' ' } };
```

This would initialize a 3×3 the array with all blank spaces.

Initialization of Multidimensional Arrays

- When declaring and initializing, you must still provide all dimensions *except* the outer-most
- The compiler is able to deduce the outer-most dimension at compile time
- Not sophisticated enough to deduce the rest

Common Programming Errors

- Most common error: out-of-range access error
 - Segmentation fault, Bus error
 - Error may not be caught in some situations: unexpected results
- Use correct syntax when passing arrays as parameters

Exercises

Write the following functions and write a main driver program to test them.

- `void printArray(int *array, int size)` – prints the elements of an integer array
- `void printMatrix(int **array, int rows, int columns)` – prints the elements of an integer array
- `double average(int *array, int size)` – computes the average of all elements in the array