



Programming with C I

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Introduction to Arrays



A collection of variable data

- Same name
- Same type
- Contiguous block of memory



Can manipulate or use

- Individual variables or
- 'List' as one entity

-45	
6	
0	
72	
1543	
-89	
0	
62	
-3	
1	
66453	
78	

Celsius temperatures: I'll name it c. Type is int.

Introduction to Arrays



Used for lists of items like

- Scores, speeds, weights, etc.
- Same type
- Avoids declaring multiple simple variables

Used when we need to keep lots of values in memory

- Sorting
- Determining the number of scores above/below the mean
- Printing values in the reverse order of reading
- Etc.



Declaring Arrays



General Format for declaring arrays

```
<data type> <variable> [<size>];
```

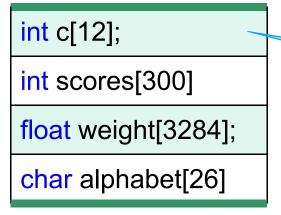


Declaration

- Declaring the array—allocates memory
- Static entity same size throughout program



Examples:





Type is int. Name is c.

Defined Constant as Array Size



Use defined/named constant for array size

- Improves readability
- Improves maintainability
- Examples:

```
const int NUMBER_OF_STUDENTS = 50;
// ..
int scores[NUMBER_OF_STUDENTS];
```

```
#define NUMBER_OF_STUDENTS 50;
// ..
int scores[NUMBER_OF_STUDENTS];
```



Individual parts called many things:

- Elements of the array
- Indexed or subscripted variables



To refer to an element:

- Array name and subscript or index
- Format: arrayname[subscript]



Zero based

c[0] refers to c₀, c sub zero, the first element of array c

Name of array (note	c [0]	-45
that all elements of this array have the same name, c)	c[1]	6
	c[2]	0
	c[3]	72
	c[4]	1543
	c[5]	-89
	c[6]	0
	c[7]	62
	c[8]	-3
Position number of the element within array c	c[9]	1
	c[10]	66453
	_c[11]	78



Example

Printf("%d\n", c[5]);



Note two uses of brackets:

- In declaration, specifies SIZE of array
- Anywhere else, specifies a subscript/index



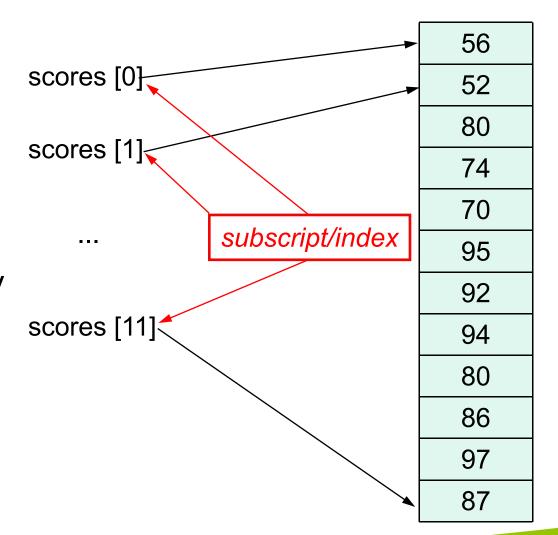
Example

Given the declaration

```
int scores[12];
```

We reference elements of scores by

```
// Given these element values
// What does this print?
printf("%d\n", scores[3]);
```



- Size, subscript need not be literal constant
- Can be named constant or expression

```
int scores[MAX_SCORES]; // MAX_SCORES is a constant
scores[3] = 99;
```

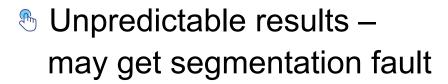
Major Array Pitfall



Array indexes go from 0 through size-1!



C will 'let' you go out of the array's bounds

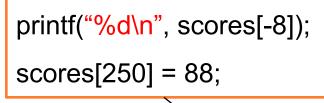


Compiler will not detect these errors!



Up to programmer to 'stay in bounds'









Initializing Arrays

Arrays can be initialized at declaration

```
int scores[3] = {76, 98, 83};
```

- » Size cannot be variable
- Equivalent to

```
int scores[3];
scores[0] = 76;
scores[1] = 98;
scores[2] = 83;
```



Auto-Initializing Arrays



If fewer values than size supplied:

- Fills from beginning
- Fills 'rest' with zero of array base type
 - » Declaration

```
int scores[5] = \{76, 98, 83\};
```

Performs initialization



```
scores[0] = 76;
scores[1] = 98;
scores[2] = 83;
scores[3] = 0;
scores[4] = 0;
```



Auto-Initializing Arrays



If array size is left out

- Declares array with size required based on number of initialization values
- Example:

```
int scores[] = {76, 98, 83};
```

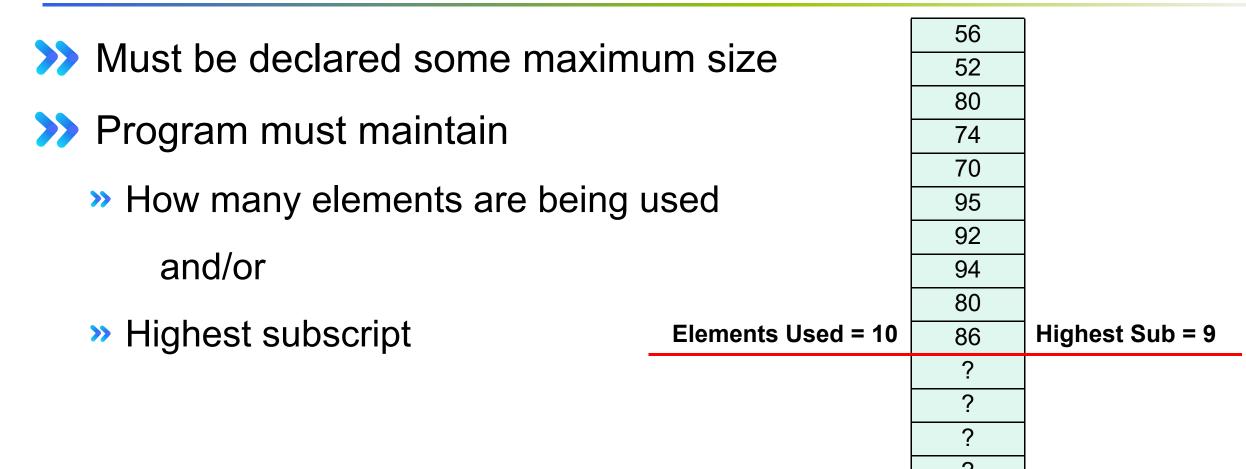
» Allocates array scores with size of 3



Partially Filled Arrays

- A program may need to process many lists of similar data but the lists may not all be the same length.
- In order to reuse an array for processing more than one data set, you can declare an array large enough to hold the largest data set anticipated.
- Then your program should keep track of how many array elements are actually in use.

Partially-filled Arrays (Common Case)



Max Elements = 16 ? Max Sub = 15





THE END

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