Array Lesson 1 Outline

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mean of a List of Numbers

Consider a list of real numbers of length $n$ elements:

$$x_1, x_2, x_3, \ldots, x_n$$

The *mean* (average) of this list is:

$$\frac{x_1 + x_2 + x_3 + \ldots + x_n}{n}$$
mean: Declarations

#include <stdio.h>

int main ()
{
    const float initial_sum = 0.0;
    const int number_of_elements = 5;
    const int first_element = 0;
    const int program_success_code = 0;
    float input_value[number_of_elements];
    float sum;
    float mean;
    int element;
mean: Greeting, Input

printf("I'm going to calculate the\n");
printf(" mean of a list of length %d values.\n", number_of_elements);
printf("What are the %d values of the list?\n", number_of_elements);
for (element = first_element;
    element < number_of_elements; element++) {
    scanf("%f", &input_value[element]);
} /* for element */
mean: Calculation

\[
\text{sum} = \text{initial}_\text{sum};
\]

\[
\text{for (element} = \text{first}_\text{element};
\]
\[
\text{element} < \text{number}_\text{of}_\text{elements}; \text{element}++ \}
\]
\[
\text{sum} += \text{input}_\text{value}[\text{element}];
\]
\[
\} \text{ /* for element */}
\]

\[
\text{mean} = \text{sum} / \text{number}_\text{of}_\text{elements};
\]
printf("The %d input values of the list are:\n", number_of_elements);
for (element = first_element;
     element < number_of_elements; element++) {
    printf("%f ", input_value[element]);
} /* for element */
printf("\n");
printf("The mean of the %d values", number_of_elements);
printf(" in the list is %f.\n", mean);
return program_success_code;
} /* main */
mean: Compile, Run

% gcc -o mean5 mean5.c
% mean5
I'm going to calculate the
  mean of a list of length 5 values.
What are the 5 values of the list?
123.25  234.50  345.75  456.00  567.25
The 5 input values of the list are:
  123.250000, 234.500000, 345.750000, 456.000000 and 567.250000.
The mean of the 5 values in the list is 345.350006.
mean: 5 Input Values

```c
#include <stdio.h>

int main ()
{
    /* main */
    const float initial_sum = 0.0;
    const int number_of_elements = 5;
    const int first_element = 0;
    const int program_success_code = 0;
    float input_value[number_of_elements];
    float sum;
    float mean;
    int element;
```
mean: 7 Input Values

#include <stdio.h>

int main ()
{
    const float initial_sum = 0.0;
    const int number_of_elements = 7;
    const int first_element = 0;
    const int program_success_code = 0;
    float input_value[number_of_elements];
    float sum;
    float mean;
    int element;

    The rest of the program is
    EXACTLY THE SAME!
mean: One Line Different

% diff mean5.c mean7.c
6c6
< const int number_of_elements = 5;
---
> const int number_of_elements = 7;

The diff Unix command compares two files of text and shows which lines are different. The only statement that differs between mean5.c and mean7.c is the declaration of number_of_elements.
mean: Compile, Run for 5

% gcc -o mean5 mean5.c
% mean5

I'm going to calculate the mean of a list of length 5 values.
What are the 5 values of the list?
123.25 234.50 345.75 456.00 567.25

The 5 input values of the list are:
123.250000, 234.500000, 345.750000, 456.000000 and 567.250000.
The mean of the 5 values in the list is 345.350006.
mean: Compile, Run for 7

% gcc -o mean7 mean7.c
% mean7
I'm going to calculate the
mean of a list of length 7 values.
What are the 7 values of the list?
12.75 23.75 34.75 45.75 56.75 67.75 78.75
The 7 input values of the list are:
12.750000 23.750000 34.750000 45.750000 56.750000 67.750000 78.750000
The mean of the 7 values in the list is 45.750000.
Scalars #1

% cat scalar_names.c
#include <stdio.h>

int main ()
{ /* main */
    int b, c, d, e, f;
    b = 0;
    c = 2;
    d = 4;
    e = 6;
    f = 8;
    printf("b = %d\n", b);
    printf("c = %d\n", c);
    printf("d = %d\n", d);
    printf("e = %d\n", e);
    printf("f = %d\n", f);
    return 0;
} /* main */

% gcc -o scalar_names scalar_names.c
% scalar_names
b = 0
c = 2
d = 4
e = 6
f = 8

Note that, in Unix, a **backslash** at the end of a Unix command line means: “continue this Unix command on the next line.”
% cat scalar_names.c
#include <stdio.h>

int main ()
{ /* main */
    int b, c, d, e, f;
    b = 0;
    c = 2;
    d = 4;
    e = 6;
    f = 8;
    printf("b = %d\n", b);
    printf("c = %d\n", c);
    printf("d = %d\n", d);
    printf("e = %d\n", e);
    printf("f = %d\n", f);
    return 0;
} /* main */

All of the variables in the program are simple int variables. Each of the individual int variables has a single name,
a single address,
a single data type and a single value. Such variables, whether their type is int, float, char or whatever, are referred to as scalar variables.
Another Scalar Example

```
% cat scalar_a.c
#include <stdio.h>

int main () {
  /* main */
  int a0, a1, a2, a3, a4;
  a0 = 0;
  a1 = 2;
  a2 = 4;
  a3 = 6;
  a4 = 8;
  printf("a0 = %d\n", a0);
  printf("a1 = %d\n", a1);
  printf("a2 = %d\n", a2);
  printf("a3 = %d\n", a3);
  printf("a4 = %d\n", a4);
  return 0;
} /* main */
```

% gcc -o scalar_a \
  scalar_a.c

% scalar_a
a0 = 0
a1 = 2
a2 = 4
a3 = 6
a4 = 8

The only difference between this program and the previous program is the names of the scalar variables (and therefore some of the output).
A Similar Program, with Multiplication

```c
#include <stdio.h>

int main ()
{
    int a0, a1, a2, a3, a4;
    a0 = 0 * 2;
    a1 = 1 * 2;
    a2 = 2 * 2;
    a3 = 3 * 2;
    a4 = 4 * 2;
    printf("a0 = %d\n", a0);
    printf("a1 = %d\n", a1);
    printf("a2 = %d\n", a2);
    printf("a3 = %d\n", a3);
    printf("a4 = %d\n", a4);
    return 0;
}
```

Notice that, in this program, the values of the scalar variables are obtained by multiplying a constant by the number associated with the scalar variable.

```bash
% gcc -o scalar_mult scalar_mult.c
% scalar_mult
a0 = 0
a1 = 2
a2 = 4
a3 = 6
a4 = 8
```
A Similar Program, with a Twist

% cat array_mult.c
#include <stdio.h>

int main ()
{ /* main */
    int a[5];

    a[0] = 0 * 2;
    a[1] = 1 * 2;
    a[2] = 2 * 2;
    a[3] = 3 * 2;
    a[4] = 4 * 2;
    printf("a[0] = %d\n", a[0]);
    printf("a[1] = %d\n", a[1]);
    printf("a[2] = %d\n", a[2]);
    printf("a[3] = %d\n", a[3]);
    printf("a[4] = %d\n", a[4]);
    return 0;
} /* main */

% gcc -o array_mult \array_mult.c
% array_mult
a[0] = 0
a[1] = 2
a[2] = 4
a[3] = 6
a[4] = 8

Huh?
Arrays

```c
int a[5];
```

An **array** is a special kind of variable. Like a scalar variable, an array has:

- a name;
- an address;
- a data type.

But instead of an array having exactly one single value, it can have **multiple values**.

Each of these values is referred to as an **element** of the array.

If you’re familiar with **vectors** in mathematics, you can think of an array as the equivalent idea, but in computing instead of in mathematics.
Array Element Properties

Each of the *elements* of an array is just about **exactly like a scalar variable of the same data type**.

An *element* of an array has:

1. a **name**, which it shares with all of the other elements of the array that it belongs to;
2. an **address**, which we’ll learn about shortly;
3. a **data type**, which it shares with all of the other elements of the array that it belongs to;
4. a **single value**.

But, an *element* of an array also has:

5. an **index**, which we’ll learn about shortly.
Array Properties #1

int a[5];

An array as a whole has the following properties:
1. It has a data type, which is the data type of each of its elements; for example, int.
Array Properties #2

int a[5];

An array **as a whole** has the following properties:

2. It as a *dimension* attribute, sometimes called its **length**, which describes the **number of elements** in the array; for example, [5].
Array Properties #3

int a[5];

An array **as a whole** has the following properties:

3. It has exactly as many **values** as it has elements, and in fact each of its elements contains exactly one of its values.
Array Properties #4

```c
int a[5];
```

An array **as a whole** has the following properties:

4. Its elements are accessed via **indexing** with respect to the variable name; for example,

```c
a[2] = 7;
```
Array Properties #5

int a[5];

An array **as a whole** has the following properties:

5. Its elements are *contiguous* in memory; for example,

|------|------|------|------|------|

<table>
<thead>
<tr>
<th>a[0]</th>
<th>Address 12340</th>
</tr>
</thead>
<tbody>
<tr>
<td>a[1]</td>
<td>Address 12344</td>
</tr>
<tr>
<td>a[2]</td>
<td>Address 12348</td>
</tr>
<tr>
<td>a[3]</td>
<td>Address 12352</td>
</tr>
<tr>
<td>a[4]</td>
<td>Address 12356</td>
</tr>
</tbody>
</table>
int a[5];

We access a particular element of an array using **index** notation:

\[ a[2] \]

This notation is pronounced “a of 2” or “a sub 2.”

The number in square brackets – for example, the 2 in \( a[2] \) – is called the **index** or **subscript** of the array element.

Array indices are exactly analogous to subscript numbers in mathematics:

\[ a_0, a_1, a_2, a_3, a_4 \]
Array Indices #2

```c
int a[5];
```

An individual element of an array – for example, `a[2]` – has exactly the same properties as a scalar variable of the same data type – except for being accessed via indexing.

Notice that the elements of an array are numbered from 0 through `(length - 1)`; in the above example, the elements of `a` are

```
a[0], a[1], a[2], a[3], a[4]
```
Multidimensional Arrays & 1D Arrays

An array can have **multiple dimensions**:

```java
int array2d[8][5];
```

For now, we’re going to concentrate on arrays with only one dimension.

A one-dimensional array is sometimes called a **vector**, because of the close relationship between arrays in computing and vectors in mathematics.
Array Declarations #1

The general form of an array declaration is:

\[ type \ arrayname1[\text{dimension1}], arrayname2[\text{dimension2}], \ldots; \]

For example:

\[ \text{int a[8], b[4], c[9];} \]

causes the compiler to set up three \text{int} arrays in memory.
int a[5], b[4], c[9];
causes the compiler to set up three int arrays in memory, like so:

```
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</tbody>
</table>
```
int a[8], b[4], c[9];

In principle, these arrays could be remote from each other in memory (for example, \texttt{a} could start at address 12340, \texttt{b} could start at address 67890 and \texttt{c} could start at address 981439294).

In practice, they are usually contiguous or almost contiguous in memory; that is, the last byte of array \texttt{a} will typically be right next to the first byte of array \texttt{b}, and the last byte of array \texttt{b} will typically be right next to the first byte of array \texttt{c}.

However, the compiler \textbf{isn’t required} to make the different arrays contiguous in memory.

The only contiguity constraint is that, \textbf{within each array}, all of the elements are contiguous and sequential.
Assigning a Value to an Array Element

Because an individual array element is exactly analogous to a scalar variable, we can assign or input a value into it in exactly the same ways that we assign or input values into scalar variables.

For example, we can use a scalar assignment for each individual element.
Array Element Assignment Example

```c
#include <stdio.h>

int main ()
{ /* main */
   int a[3];
   a[0] = 5;
   a[1] = 16;
   a[2] = -77;
   printf("a[0] = %d\n", a[0]);
   printf("a[1] = %d\n", a[1]);
   printf("a[2] = %d\n", a[2]);
   return 0;
} /* main */
```

% cat arrayeltassn.c
#include <stdio.h>

int main ()
{ /* main */
   int a[3];
   a[0] = 5;
   a[1] = 16;
   a[2] = -77;
   printf("a[0] = %d\n", a[0]);
   printf("a[1] = %d\n", a[1]);
   printf("a[2] = %d\n", a[2]);
   return 0;
} /* main */

% gcc -o arrayeltassn arrayeltassn.c

% arrayeltassn
a[0] = 5
a[1] = 16
a[2] = -77
Getting Array Element Value with `scanf`

Just as we can assign a value to an individual array element, we can use `scanf` to obtain the value of each individual array element.
#include <stdio.h>

int main ()
{ /* main */
    float a[3];

    printf("Input a[0], a[1], a[2]: \n");
    scanf("%f %f %f", &a[0], &a[1], &a[2]);
    printf("a[0] = %f \n", a[0]);
    printf("a[1] = %f \n", a[1]);
    printf("a[2] = %f \n", a[2]);
    return 0;
} /* main */
Array Element  scanf  Example #2

```bash
% gcc -o arrayeltread arrayeltread.c
% arrayeltread
Input a[0], a[1], a[2]:
5.5 16.16 -770.770
a[0] = 5.500000
a[1] = 16.160000
a[2] = -770.770020
```
#include <stdio.h>

int main ()
{ /* main */
    const int a_length = 5;
    int a[a_length];
    int count;

    for (count = 0; count < a_length; count++) {
        a[count] = 2 * count;
    } /* for count */

    for (count = 0; count < a_length; count++) {
        printf("a[%2d] = %2d\n", count, a[count]);
    } /* for count */
    return 0;
} /* main */
for loops for tasks on arrays #2

```bash
% gcc -o array_for_mult array_for_mult.c
% array_for_mult
a[ 0] = 0
a[ 1] = 2
a[ 2] = 4
a[ 3] = 6
a[ 4] = 8
```
#include <stdio.h>
#include <stdlib.h>

int main ()
{ /* main */
    const int minimum_a_length = 1;
    const int maximum_a_length = 15;
    const int program_failure_code = -1;
    const int program_success_code = 0;
    int a[maximum_a_length];
    int a_length;
    int count;

    printf("How long will the array be (%d to %d)?\n", minimum_a_length, maximum_a_length);
    scanf("%d", &a_length);
    if ((a_length < minimum_a_length) ||
        (a_length > maximum_a_length)) {
        printf("That’s not a valid array length!\n");
        exit(program_failure_code);
    } /* if ((a_length < minimum_a_length) || ...) */
Another for/Array Example #2

```c
for (count = 0; count < a_length; count++) {
    a[count] = 2 * count;
} /* for count */
for (count = 0; count < a_length; count++) {
    printf("a[%2d] = %2d\n", count, a[count]);
} /* for count */
return program_success_code;
} /* main */
```
Another for/Array Example #3

```bash
% gcc -o array_for_mult_read array_for_mult_read.c
% array_for_mult_read
How long will the array be (1 to 15)?
0
That’s not a valid array length!
% array_for_mult_read
How long will the array be (1 to 15)?
16
That’s not a valid array length!
% array_for_mult_read
How long will the array be (1 to 15)?
5
a[ 0] = 0
a[ 1] = 2
a[ 2] = 4
a[ 3] = 6
a[ 4] = 8
```
Don’t Need to Use Entire Declared Length

```c
#include <stdio.h>

int main ()
{ /* main */
    const int minimum_a_length = 1;
    const int maximum_a_length = 15;
    const int program_failure_code = -1;
    const int program_success_code = 0;
    int a[maximum_a_length];
    ...
} /* main */
...
```

% `array_for_mult_read`
How long will the array be (1 to 15)?
5
a[ 0] = 0
a[ 1] = 2
a[ 2] = 4
a[ 3] = 6
a[ 4] = 8

Notice that we can **declare** an array to be **larger** than the portion of the array that we actually use, because RAM is cheap.