CS100J 25 October 2006 Arrays. Reading: Secs 8.1, 8.2, 8.3.

Listen to the following lectures on loops on your Plive CD. They are only

- 2-3 minutes long, and each has an insightful message.
- 1. The three lectures on Lesson page 7-6 read the whole page.
- 2. The four lectures in Lesson page 7-5.

Start reading Secs. 8,1, 8.2, and 8.3 on arrays.

Computational simplicity

If you are writing too much code —it gets longer and longer, with no end in sight: stop and look for a better way.

If your code is getting convoluted and you have trouble understanding it: stop and look for a better way.

Learn to keep things simple, to solve problems in simple ways. This sometimes requires a different way of thinking.

We are trying to teach not just Java but how to think about problem solving.

A key point is to break a problem up into several pieces and do each piece in isolation, without thinking about the rest of them. Our methodology for developing a loop does just that.

An array: an object that can hold a fixed numl of the same type. Array to the right contains 4		5
The type of the array to the right is	1	7
int[]	2	4
Here is a variable that contains the name of the array.	x a0 int[] 3	-2
A declaration has the basic form		
<type> <variable-name> ;</variable-name></type>		
A declaration of x looks as to the right. The declaration does not create the array, it only declares x . x 's initial value is null .	<pre>int[] x ;</pre>	
Elements of the array are numbered 0, 1, 2 length is a variable, not a function, so don't pi		

Notes on array length

The array length is an instance field of the array.

This is why we write x.length, not x.length()

The length field is final, meaning that it cannot be changed or assigned.

The length remains the same once the array has been created.

We will omit it in the rest of the pictures.

The length is not part of the array type.

The type is int[]

An array variable can be assigned arrays of different lengths.

x null int[] int∏ x : Arrays x = new int[4];Create an array object of length 4 and store its name in x x **a0** 0 Assign 5 to array element 2 and x[2]=5;-4 to array element 0 x[0] = -4;x[2] is a reference to element number 2 of array x **int** k= 3; Assign 2*x[0], i.e. -8, to x[3] x[k] = 2* x[0];Assign 6 to x[2] x[k-1] = 6;

Difference between Vector and array -- both used to contain a bunch of things Declaration: int[] a: Vector v: Elements of a: int values Elements of v: any Objects Creation: a= new int[n]: v= new Vector(): Array always has n elements Number of elements can change Reference: aſeÌ v.get(e) Change element: a[e]= e1; v.set(e, e1); Array locations a[0], a[1], a[2] are in You can't tell how Vectors are stored in memory. Referencing and changing successive locations in memory. Access is guaranteed take same time elements done through method calls no matter which one you reference. Elements can be of any Object type (but Elements are all the same type (a not a primitive type), and casting may be necessary when an element is primitive type or some class type) retrieved.

Array initializers

Instead of

int[] c= new int[5];

c[0]= 5; c[1]= 4; c[2]= 7; c[3]= 6; c[4]= 5;

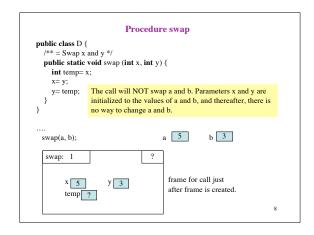
Use an array initializer:

int[] c= new int[] {5, 4, 7, 6, 5};

No expression between the brackets [].

(can omit this)

Computer science has its field called computational complexity; mine is called computational simplicity. Gries



```
Procedure swap
public\; class\; D\; \{
                                                              This method does swap
   /** = Swap b[h] and b[k] */
  /** = Swap b[h] and b[k] */
public static void swap (int[] b, int h, int k) {
    int temp=b[h]:
        parameter b contains the
        name of the array.
                                                               b[h] and b[k], because
     int temp= b[h];
b[h]= b[k];
     b[k]= temp;
  swap(c, 3, 4);
                                         c a0
                                                                                4
 swap: 1
                                                   frame for
         b a0
                                                   call just
                                                                                6
                           h 3
                                                   after frame
          temp ?
                              k 4
                                                                                5
                                                   is created.
```

```
Linear search
public\ class\ D\ \{
   /** = index of first occurrence of c in b[h..k-1] —
  = k if c is not in b[h..k-1]*/
public static int findFirst (int c, int[] b, int h, int k) {
       // if c is in b[h..k-1], return its index in b[h..k-1]
       // { invariant: c is not in b[h..t-1] }
       for (int t = h; t < k; t = t+1) {
           // Process t;
                                                                 Remember
           if (b[t] == c)
                                                                 h..h-1 is the
              return t;
                                                                 empty range
       // { c is not in b[h..k-1] }
       return k;
}
                                                                                     10
```

```
Two-dimensional arrays
   0 1 2 3 b.length
                        one-dimensional array
b 5 4 7 3
   0 1 2 3
                     rectangular array: 5 rows and 4 columns
0 5 4 7 3
                     Type of d is int[][] ("int array array",
1 4 8 9 7
                                       "an array of int arrays")
2 5 1 2 3
                     To declare variable d:
                                               number of rows
                       int d∏∏.
                     To create a new array and assign it to d:
                      d= new int[3][4];
                     To reference element at row r column c:
                                              number of cols
                       d[r][c]
```