

# Arrays

CS111 Lecture 17

Tuesday, April 4, 2000

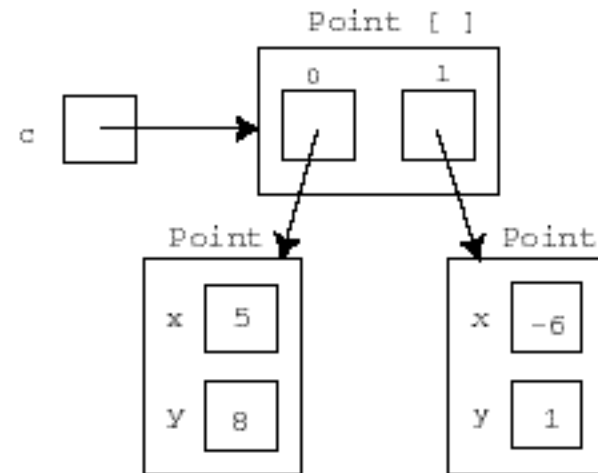
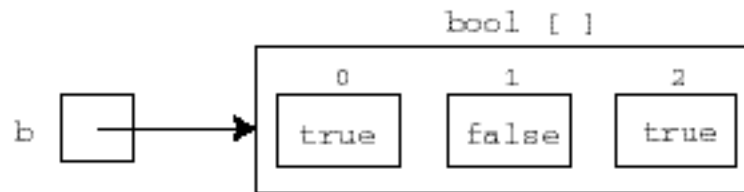
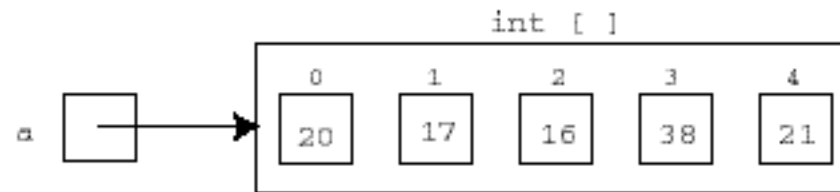
# Arrays: Motivation

- Lists are great for representing sequences, but can only efficiently access elements in order from front to back.
- We often want an indexed sequence where we can efficiently access an element at any index.

# Java Arrays: Summary of Properties

- **Fixed-length** indexed sequences of elements. Once created, the size of an array cannot change.
- Elements are **0-indexed** (i.e., indices start at 0, not 1).
- **Constant time access** to an element at any index.
- Arrays are **homogeneous** collections: all elements must have the same type. (No need for type casts seen in Object lists.)
- **Special concise syntax** for creating, accessing and updating arrays.
- **Dynamic (run-time) index checking** to ensure that indices of all array operations are in bounds. (The lack of such checking in C makes C particularly unsafe.)
- Arrays are objects that are **not instances of any class**.

# Array Diagrams



# Array Operations

- Return contents of variable an index:

```
a[2]    17
if (b[1]) { then part } else {else part}
c[0].x   5
```

*Notes:*

a[2] is pronounced “a sub 2”

`ArrayIndexOutOfBoundsException` for indices out of range

- Update contents of variable at an index:

```
a[0] = a[1] + a[2]; (* a[0] is now 33 *)
```

- Return length of array (number of slots, **not** highest index)

```
a.length    5
b.length    3
c.length    2
```

# Array Creation

- Arrays are created using the syntax **new** *type* [*size*]. E.g:

```
int [] a = new int[5]
```

- Slots in a new array contain a default value (0 for integer arrays, false for boolean arrays; the **null pointer** for object arrays).
- Must explicitly initialize slots to contain values other than default:

```
a[0] = 20;
```

```
a[1] = 17;
```

```
a[2] = 16;
```

```
a[3] = 38;
```

```
a[4] = 21;
```

- The { } syntax simplifies initialization. In Java 1.0.2, it can only be used when declaring an array variable:

```
int [] a = {20, 17, 16, 33, 21};
```

```
bool [] b = {true, false, true};
```

```
Point [] c = {new Point(5,8), new Point(-6,1)};
```

# Arrays of Arrays

Arrays can contain other arrays as their elements. E.g.:

*picture will be drawn in class*

# Array Functions: Summation

Typically manipulate arrays using for loops (but can also use while loops, tail recursion, non-tail recursion). E.g:

```
// Return the sum of all elements in integer array a.
```

```
public static int sum (int [ ] a) {  
    int sum = 0;  
    for (int i = 0; i < a.length; i++) {  
        sum = sum + a[i];  
    }  
    return sum;  
}
```



# Array Functions: Doubling

```
// Double all of the elements in array a.  
public static void doubleAll (int [ ] a) {  
    for (int i = 0; i < a.length; i++) {  
        a[i] = 2 * a[i];  
    }  
}
```

# Array Functions: MinIndex

// Return the index of the minimum integer in the array, or -1 if the array  
// is empty.

```
public static int minIndex (int [ ] a) {  
    int minVal = Integer.MAX_VALUE;  
    int minInd = -1;  
    for (int i = 0; i < a.length; i++) {  
        if (a[i] < minVal) {  
            minVal = a[i];  
            minInd = i;  
        }  
    }  
    return minInd;  
}
```

# Array Functions: minIndexBetween

// Return the index of the minimum integer in a[lo..hi],  
// or -1 if the segment is empty.

```
public static int minIndexBetween (int [ ] a, int lo, int hi)
{
    int minVal = Integer.MAX_VALUE;
    int minInd = -1;
    for (int i = lo; i <= hi; i++) {
        if (a[i] < minVal) {
            minVal = a[i];
            minInd = i;
        }
    }
    return minInd;
}
```

# Array Functions: Swap

```
// Swap the contents of a[i] and a[j]
```

```
public static void swap (int [ ] a, int i, int j) {  
    int temp = a[i];  
    a[i] = a[j];  
    a[j] = temp;  
}
```

# Array Functions: Selection Sort

```
public static void selectionSort (int [ ] a) {  
    int hi = a.length - 1;  
    // Loop invariant:  
    // All elements in a[0..i-1] are in their final sorted positions.  
    for (int i = 0; i < hi; i++) {  
        swap(a, i, minIndexBetween(a, i, hi));  
    }  
    // Last slot is not visited. Can you explain why?  
}
```

# Array Functions: Insertion

```
// Assume a[lo..hi-1] is in sorted order.
// Insert a[hi] into the segment a[lo..hi] in such a way to make it sorted.
public static void insertBetween(int [ ] a, int lo, int hi) {
    int val = a[hi];
    int index = hi;
    // Loop invariants:
    // All elements in a[lo..index-1] are sorted.
    // All elements in a[index+1..hi] are sorted and are > val.
    while ((index > lo)
           && (a[index-1] > val)) { // Order of tests is crucial!
        a[index] = a[index-1]; // Shift value right = shift hole left.
        index = index - 1;
    }
    // Here, either (index == lo) or ((index > lo) && (a[index-1] <= val))
    a[index] = val;
}
```

# Array Functions: Insertion Sort

```
public static void insertionSort (int [ ] a) {  
    // Loop invariant:  
    // All elements in a[0..i-1] are in sorted order.  
    for (int i = 1; i < a.length; i++) {  
        insertBetween(a, 0, i);  
    }  
}
```