



# CS 149

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# CS149 – Arrays





# Arrays

- Arrays are collections of the same type of element. We can have arrays of type int, double, char, or String
- Declaration
  - Syntax: `BaseType[] ArrayName;`
  - Example: `int[] score;`
- Memory Allocation:
  - Syntax: `ArrayName = new BaseType[Length];`
  - Example: `score = new int[10];`
- Accessing Elements:
  - Syntax: `ArrayName[Index]`
  - Example: `score[5] = 8;`



# Multiple uses of [ ]

Uses of [ ]:

- To declare that a variable is an array (of particular type)
- To indicate the amount of memory to allocate
- An operator to access an element of an array

An Example:

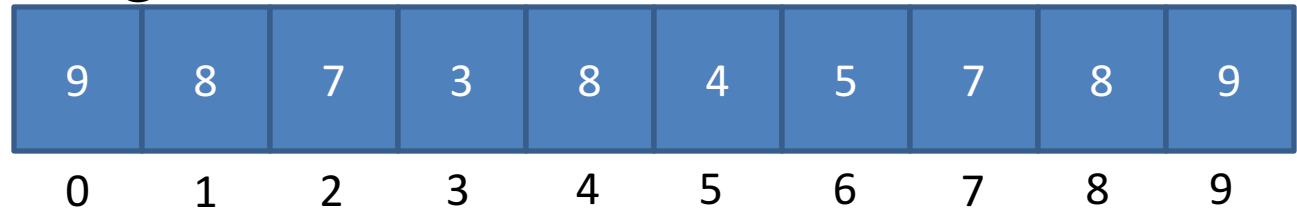
```
int[] i; // i is declared to be an array of int
i = new int[5]; // Memory is allocated for 5 int values
i[0] = 10; // Assign 10 to the 0th element of i
```

```
System.out.printf("%d\n", i[0]); // Print the 0th element of i
```

# Array Parameters

- Array state diagram

score



- Formal declaration parameters

Example:

- `countPopular(int[ ] votes);`
- `main(String[ ] args);`
- Actual parameters passed

Example:

- `countPopular(myVotes);`



# Returning an Array

- Notice the difference between these loops
- What will be printed?



# Loops and Arrays

- We declare our integer array score to hold bowling scores for each frame.

```
int i;  
int[] score;  
  
score= new int[10];  
  
for (i=0; i<score.length; i++)  
{  
    score[i] = i;  
}
```

- What is stored in each element?



# Array Length vs. String length

- `score.length` returns the length of the array.
- Notice this is different from a String length
- `str.length()` we have the `()` because string length is a method call to the String class versus `score.length` as an attribute.





- **Acknowledgements**

Parts of this activity are based on materials developed by David Bernstein.

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