

# Ch7: Arrays

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CMPT167  
Dr. Sean Ho  
Trinity Western University

# Review of last time

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- More on **applets**; running applets
- **While** loops
- **Do/while** loops
- **For** loops as while loops
- **Switch/case** statement
- **Labeled** blocks

# Arrays in Java

- **Aggregate** (compound/container) data type
  - All entries have **same type**
  - **Size** of array is **fixed** when array is allocated
    - ◆ But need not be known at compile-time
    - ◆ Arrays can be **dynamically** created
  - Location in memory is usually **contiguous**
  - **Index** into array using **integer** indices from **0** up to **(size of array)-1**
    - ◆ Indexing out-of-bounds raises **ArrayIndexOutOfBoundsException**

# Working with arrays

- Declaring arrays:

- ◆ `int numApples[];`

- Allocate array in memory:

- ◆ `numApples = new int[10];`

- Initializing array entries:

- ◆ `numApples[3] = 15;`

- Size of array:

- ◆ `numApples.length` // returns 10

# Array initializers and constants

- Initialize an array on one line:
  - ◆ `int numApples[] = {5, 3, 12, 0, 3};`
- Declare constants using the keyword `final`:
  - ◆ `final int numApples[] = {5, 3, 12, 0, 3};`
  - ◆ `final float pi = 3.14159265358979323846264;`
- (Histogram.java example)

# Pass-by-value vs. pass-by-reference

- In Java, **primitives** (int, float, boolean, etc.) are passed by **value**
- **Objects** (including arrays) are passed by **reference**

# Multidimensional arrays

- The element type of an array can be any type, including **objects**, including other **arrays**:

```
int image[][];  
image = new int[width][height];  
for (int x=0; x<width; x++)  
    for (int y=0; y<width; y++)  
        image[x][y] += 10;
```

- Rows may be different **lengths**:

```
image = new int[width][];  
for (int x=0; x<width; x++)  
    image[x] = new int[x];    // triangular array
```

# Iterating through arrays

- Iterate through an array with a **for** loop:

```
for (int idx=0; idx < array.length; idx++)  
    sum += array[idx];
```

- Java has an **enhancement** to the **for** loop:

```
for (int elt : array)  
    sum += elt;
```

- But note **elt** is a **copy** of each element:
  - Can't use this to **modify array**



# Sorting arrays: bubble sort

- **Bubble** sort: most straightforward sort algorithm
  - **Smaller** values “**bubble**” to start of array
  - **Larger** values “**sink**” to end of array
  - Use nested **loops** to make several passes through array
  - Each pass compares successive **pairs** of elements:
    - ◆ Pairs are **swapped** if in **decreasing** order

# Sorting arrays: selection sort

- Bubble sort is **not so fast** but is **easy** to write
- **Selection** sort is a little faster and almost as easy:
  - **Iterate** through the list:
    - ◆ Find **smallest** value in the **remainder** of the list
    - ◆ **Swap** with current element
- Lots of other, better algorithms for sorting:
  - See CMPT231 and demos @UBC

# TODO

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- Lab1b due tonight:
  - Repetition structure
- Lab2 due next Wed 7Feb:
  - Arrays (magic square)
  - Preferably not a command-line program
  - Applet or stand-alone GUI program
  - AWT or Swing