

*

Array

→ coll. of data of same type

- An array is a collection of data of the same type of the so that are referenced by a common name
- Elements stored in contiguous memory locations
- first element is stored at starting address (called Base address)
- Elements accessed using index value
- Index start from 0.

x 1-D Array:

- Declaration:

- data_type var_name [size];
int array [5];

- Initialization:

- data_type array [size] = {value list};
int array [5] = {1, 2, 3, 4, 5};

- data_type array [] = {~~1, 2, 3, 4, 5~~ value list}

int array [] = {1, 2, 3, 4, 5};

- array[0] = 1, array[1] = 2, array[2] = 3,
array[3] = 4, array[4] = 5

o O/P:

```
int arr[5] = {10, 20, 30, 40, 50};
```

```
for (i=0; i<5; i++)
```

```
{
```

```
    printf("%d", arr[i]);
```

```
}
```

I/P:

```
int arr[5];
```

```
for (i=0; i<5; i++)
```

```
{
```

```
    scanf("%d", &arr[i]);
```

```
}
```

o Memory address calculation:

Address of $A[i] = B + w * [i - LB]$

where

B = Base address

w = Storage size (in byte)

i = Subscript of element

LB = Lower limit / Lower bound of subscript, if not specified assume 0 (zero)

Ex: int A[5];

1-D, 2-D.

A[3]

B = 1000

$$\text{Add} = 1000 + 2 \times (3 - 0)$$

$$= 1006$$

* 2-D array :

data-type val-name[row][col];
int matrix[3][2];

• Declaration :

Initialization :

- data-type matrix[row][column] = {value list};

~~Initialization~~ ~~int matrix[3][2];~~ - data type

int matrix[2][2] = {1, 2, 3, 4};

int matrix[2][2] = { {1, 2}, {3, 4} };

- data-type matrix[][column] = {value list};

int matrix[][2] = {1, 2, 3, 4};

- matrix[0][0] = 1, matrix[0][1] = 2,

matrix[1][0] = 3, matrix[1][1] = 4.

• O/P:

```
int mat[2][2] = {10, 20, 30, 40};
for (i=0; i<2; i++)
```

```
{
    for (j=0; j<2; j++)
    {
        printf("%d\t", mat[i][j]);
    }
    printf("\n");
}
```

$\begin{pmatrix} 10 & 20 \\ 30 & 40 \end{pmatrix}$

• P/E:

```
int mat[2][2];
for (i=0; i<2; i++)
{
    for (j=0; j<2; j++)
    {
        scanf("%d", &mat[i][j]);
    }
}
```

* Memory Address calculation:

• Row major:

$$\text{Address of } A[i][j] = B + w * [N * (i - L_r) + (j - L_c)]$$

• Column major

$$\text{Address of } A[i][j] = B + w * [(i - L_r) + M * (j - L_c)]$$

Where

B = Base address

i = row subscript of element

j = column subscript of element

w = storage size (in byte)

L_r = lower limit of row / start row index of matrix, if not given assume 0 (zero)

L_c = lower limit of column / start column index of matrix, if not given assume 0 (zero)

M = No. of row

N = no. of column

Q. Input 20 integer no. from user & find out their sum and average.

```
int arr[20] = {1, 2, 3, 4, ..., 20};
```

```
for (i = 0; i < 20; i++)  
{
```

```
    printf("%d", arr[i]);
```

```
    sum
```

```
}
```

```
    sum = sum + i
```

```
    printf(" "
```

```
→ void main()  
{
```

```
    int arr[20], i, sum = 0;
```

```
    for (i = 0; i < 20; i++)  
{
```

```
        scanf("%d", &arr[i]);
```

```
        sum = sum + arr[i];
```

```
    }
```

```
    float avg;
```

```
    avg = sum / 20.0;
```

Q. Input two matrix of order 3×3
Calculate their sum and Print the
Resultant matrix.

```
int mat[3][3], i, j;
```

```
for (i=0; i<3; i++)
```

```
{
```

```
    printf("%d", &mat[3][3]);
```

```
}
```

```
for (i=0; i<3; i++)
```

```
{
```

```
    int mat[3][3], i, j;
```

```
    for (i=0; i<3; i++)
```

```
{
```

```
        for (j=0; j<3; j++)
```

```
{
```

```
            scanf("%d", &mat[i][j]);
```

```
            sum = mat[i][j] + mat[i][j]
```

```
        }
```

Ans Void main ()

```
{
    int m1[3][3], m2[3][3], m3[3][3];
    i, j;
```

```
    for ( i=0; i<3; i++)
```

```
        for ( j=0; j<3; j++)
```

```
            scanf("%d", &m1[i][j]);
```

```
    for ( i=0; i<3; i++)
```

```
        for ( j=0; j<3; j++)
```

```
            scanf("%d", &m2[i][j]);
```

```
    for ( i=0; i<3; i++)
```

```
        for ( j=0; j<3; j++)
```

```
            m3[i][j] = m1[i][j] + m2[i][j];
```

```
    for
```

✓ String and Character Array

- A String is a sequence of characters that is treated as a single data item and terminated by null character '\0'.
- String is actually 1-D array of characters.
- Initialization:
 - `char arr[] = "Hello";`
 - `char arr[] = {'H', 'e', 'l', 'l', 'o', '\0'};`

✱ Reading Strings

• `scanf()`

`char str[50];`

`scanf("%s", str);`

Reads the sequence of characters until it encounters a whitespace.

• `gets()`

`char str[50];`

`gets(str);`

Reads whole string.

(-String-h)

* writing string!

- `printf()`

`printf("%s", str);`
If the string has formatting characters like "\", then `printf()` would give an unexpected result

- `puts()`
`puts(str);`

* String function:

- `strcpy(s1, s2);`
copies string s2 into string s1

- `strcat(s1, s2);`
concatenates string s2 onto the end of string s1

- `strlen(s1);`
Return the length of s1.

- `strcmp(s1, s2);`
Returns 0 if s1 and s2 are the same; less than 0 if $s1 < s2$; greater than 0 if $s1 > s2$

Q. Input a String from user Print the length of the this string without using strlen function.

Aus:

```
i = 0;  
while (str[i] != '\0')  
    i++;
```