Arrays

• Ex: count scores
• Example of array uses
• Random access
• Syntax
• Return to counting scores example
• Arrays of objects
• Partially filled arrays
• introduction to ArrayList
Announcements

• PA1 due Wednesday 2/3

• Students that missed the first lecture, who are not officially enrolled (e.g., on waiting list), or who have no previous programming experience need to see me after class or in office hours today
More on control structures in the textbook

• The dangling-else problem:
  Common Error 5.3

• DeMorgan’s laws:
  Special Topic 5.7

• Hand-tracing:
  Section 6.2
Consider this problem...

• read a bunch of student scores in the range 0-10 and determine how many people got each score...

• Some code to do this in ....

    ScoreCountsHard.java
What arrays are for

• Can store a *collection* of items of the same type.

• For example:
  – points in an n-sided polygon
  – times of all runners at a track meet
  – distinct words from a story and their frequencies
  – student scores
  – all employees in a department

• also get *random access* . . .
Random access

Examples:
• can go right to track 3 on a CD
• can change individual pixels on a computer monitor
• can access the score for student #4 as fast as student #23
• can solve histogram problem (store a bunch of counts)
Array syntax

```java
int[] temps; // array reference
temps = new int[10]; // create array object
valid indices are 0 through 9

int aTemp = temps[3]; // access an array elmt
temps[3] = 59; // change value of array element
int temp2 = temps[10]; // run-time error
int len = temps.length; // 10
```
Using a variable to index an array

```c
int aNum = temps[i];
```

- What's a safer way to write this code?
Accessing an array sequentially

Let's print all the values in \texttt{temps} ...
Return to counting scores

• Now we're ready to write better code to solve the counting scores problem:
• read a bunch of student scores and determine how many people got each score…

ScoreCounts.java
Arrays of objects

```java
String[] names = new String[10];
create array of 10 String references

int len = names[0].length();  // run-time error
names[0] = "Suzy";            // now refers to a string object
String name = names[10];     // run-time error
len = names[0].length();     // ok
```
Elements have default initialization

- new Foo[10] all initialized to null
- new int[10] all initialized to 0
- new boolean[10] all initialized to false
- Reminder:
  - Like instance variables
  - locals are not initialized by default
Arrays of objects (non-String ex)

- Following creates array – no Rectangle objects:
  ```java
  Rectangle[] rectArr = new Rectangle[20];
  ```
- Create a rectangle:
  ```java
  rectArr[0] =
  ```
Review: applications where we use random access

Characteristics:
• Uses random-access
• Array size known ahead of time and doesn’t change

Ex: count how many people got each score (histogram)
Partially filled array

• Ex: store data about all students in the class

• Characteristics…
  – Don’t know how many students there will be ahead of time
  – Students may add or drop
  – Uses mostly sequential access

• Use a partially filled array
Ex: partially filled array of student names

<table>
<thead>
<tr>
<th>studentNames</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sam</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Joe</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sue</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Don</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

studentNames.length = 8

numNames = 4

code to add a new student to the end:
Empty partially filled array of student names

```
studentNames
0  1  2  3  4  5  6  7

studentNames.length  8

numNames  0
```

capacity

example initialization:
```
String[] studentNames = new String[8];
int numNames = 0;
```
Difficulties of partially filled array

- have to guess necessary capacity ahead of time
- have to keep two variables in sync: numNames and studentNames
- What if we run out of space?
  - have to allocate a bigger array
  - copy all the elements from smaller array to bigger array
    - Arrays.copyOf (discussed in section 7.3.9 can help with this)
- Common use of arrays, so …
**ArrayList class**

- Hides the code to take care of messy details of partially-filled array:
- Keeps track of how full array is:
  ```java
  arrList.size()
  ```
- Makes array bigger as necessary:
  ```java
  arrList.add("Joe");
  ```
  adds Joe to the *end* of the partially-filled array
- Accessing individual elements by index still uses random access (fast): `get`, `set`