An array is a sequence of values.

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An array is a fixed-length sequence of values, all of the same type.

You can declare, create, access, and update arrays.

Arrays are declared with a base type and [] to denote "array of."
An array variable holds a reference to an array.

Therefore, you must create the array with operator new.

You can access or modify the elements in an array, one at a time.

(Use a seed, the array starts counting at 0.)

Array syntax

Declaring and creating

`int[] ia = new int[10];`

Accessing

`int x = ia[0];`

Updating

`ia[0] = x * y;`

Declaring and creating arrays

`String[] names = new String[5];`
Declaring and creating arrays

```java
String[] names = new String[5];
```

Modifying array elements

```java
names[2] = "fred";
```

Accessing array elements

```java
String fred = names[2];
```
What values does a newly-allocated array contain?

You can also ask an array how many elements it has.

Array syntax

Element count

for (int i = 0; i < ia.length; i++) {
    System.out.println(ia[i]);
}

Note that the last valid index for some array a is (a.length - 1).
(It's because we start counting at zero.)
Exercise

/** Returns the sum of all even numbers
   between lo and hi (inclusive).
   The range
   starts at lo.
   @param lo the low end of the range
   @param hi the high end of the range
   @return as above */
public static int sumEvens(int lo, int hi) {
    int total = 0;
    int start = (lo % 2 == 0) ? lo : lo + 1;
    for (int i = start; i <= hi; i += 2) {
        total += i;
    }
    return total;
}

You can copy arrays with a
for loop as well

int[] newScores = new int[scores.length];
for (int i = 0; i < scores.length; i++) {
    newScores[i] = scores[i];
}

A shallow copy copies the
values in the array, but
does not create new objects
for array element referents.
Exercise

Recall that an array is a fixed-size array of values. Sometimes we need more space than we thought!

To resize an array, create a new array and copy the elements from the old one.

Then, give a reference to the new array to the old variable.
How would we write the code to do this?

We’ve seen several kinds of literals -- int literals, String literals, etc.

2.0f

true

"Hello"
Java also lets us declare array literals.

To declare an array literal, write a sequence of values in curly brackets.

```java
int[] numbers = {1, 2, 3};
```

(This syntax only works in initializations -- not everywhere you'd use an array reference!)

Arrays may contain other arrays.

The type of an array is `basetype[]`.

We add additional `[]` to indicate arrays of arrays!
int[][] twoDee = new int[3][3];
twoDee[0][1] = 4;
twoDee[1][2] = 5;
twoDee[2][0] = 6;

int[][] tri = new int[3][];
int i;
for (i = 0; i < tri.length; i++) {
    tri[i] = new int[3 - i];
}

// assume int[][] tri
for (int i = 0; i < tri.length; i++)
    for (int j = 0; j < tri[i].length; j++)
        tri[i][j] = 37;
Review: how do we write array literals?

How do you suppose we write multi-dimensional array literals?

```
int[][] ia3 = {{1, 2, 3},
               {4, 5, 6},
               {7, 8, 9}};

int[][] ia4 = {{1, 2, 3}, {4}, {5, 6}};
```

2D puzzle

• Write a method that visits each element of a 2D array with only one for loop, assigning some value to each.

```java
public static void fillArray1(int[][] arg) {
    int k = 0;
    for (int i = 0; i < arg.length; i++) {
        for (int j = 0; j < arg[i].length; j++) {
            arg[i][j] = k++;
        }
    }
}
```

Let's say we want to write this code without a nested for loop.

```java
public class arrayFiller1D [int[][] arr] {
    int k = 0;
    for (int i = 0; i < arr.length; i++) {
        for (int j = 0; j < arr[i].length; j++) {
            arr[i][j] = k++;
        }
    }
}
```
public static void fillArray(int[][] arg) {
    final int X = arg.length;
    final int Y = arg[0].length;
    for (int k = 0; k < X * Y; k++) {
        int x = k / Y;
        int y = k % Y;
        arg[x][y] = k;
    }
}

What assumptions does this code make about `arg`?

Some things are a little tricky with arrays, like inserting and removing elements.

What does your program need to do to remove the first element from an array?
How would you write code to remove an element from an array?

(What about inserting an element?)

Removing elements

- In general, to remove element \(n\), shift every element to the right of \(n\) to its left.
- Be sure to add an additional null at the end.
- What would this code look like?

```java
public static String remove(int elt, String[] arr) {
    String ret = arr[elt];
    for (int i = elt + 1; i < arr.length; i++) {
        arr[i-1] = arr[i];
    }
    arr[arr.length] = null;
    return ret;
}
```

Inserting elements

- To insert an element before element \(n\), shift every element from \(n\) on to the right.
- You may have to resize the array if there's not enough space!
- What would this code look like?

Partially-filled arrays

- Sometimes, not every element of an array will contain a useful value.
  - "Extra space" at end
  - "Fakes" in middle
- How do we deal with these situations?
Metadata
- Metadata is "data about data"
- "data" is what's in your array
- "metadata" is information about your array
- e.g. length field
- We can use metadata to handle partially-filled arrays

Contiguous arrays
- Like a deck of cards in a box: you remove an element, but there are no "holes" — you just aren't using the whole box
- How do we keep track of such an array?

Idea
- Maintain a "size" variable along with the array
- or, better yet, an instance field
- Everything from arr[0] to arr[size] is not valid
- Must update size when inserting, removing, or adding elements!
Of course, it would be best to package these data up in a class!

Sparse arrays

- Like a parking lot -- when you remove something, it creates a hole
- What problems do we have to solve?
- How should we solve them?