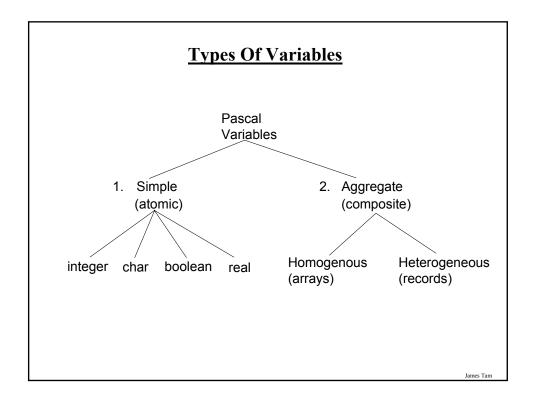
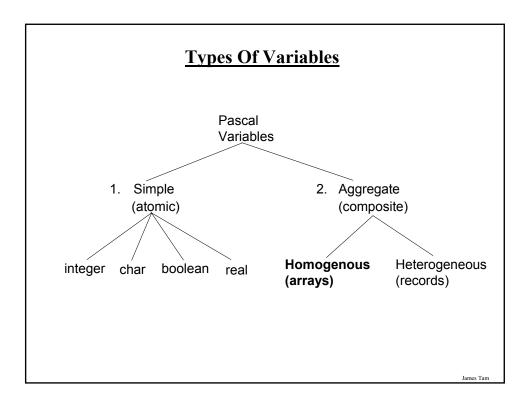
Arrays

In this section of notes you will be introduced to a homogeneous composite type, onedimensional arrays

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Why Bother With Composite Types?

For a compilable example look in Unix under: /home/231/examples/arrays/classList1.p

```
const
 CLASS\_SIZE = 5;
begin
 var stu1
              : real;
 var stu2
              : real;
              : real;
 var stu3
 var stu4
              : real;
 var stu5
              : real;
 var total
              : real;
 var average : real;
 write('Enter grade for student number 1: ');
 readln(stu1);
                                                                                          James Tam
```

Why Bother With Composite Types? (2)

```
write('Enter grade for student number 2: ');
readln(stu2);
write('Enter grade for student number 3: ');
readln(stu3);
write('Enter grade for student number 4: ');
readln(stu4);
write('Enter grade for student number 5: ');
readln(stu5);
total := stu1 + stu2 + stu3 + stu4 + stu5;
average := total / CLASS_SIZE;
writeln('The average grade is ', average:6:2, '%');
```

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With Bother With Composite Types? (3)

```
(* Printing the grades for the class. *)
writeln('Student1: ', stu1:6:2);
writeln('Student2: ', stu2:6:2);
writeln('Student3: ', stu3:6:2);
writeln('Student4: ', stu4:6:2);
writeln('Student5: ', stu5:6:2);
end.
```

```
With Bother With Composite Types? (3)
```

```
(* Printing the grades for the class. *)
writeln('Student1: ', stu1:6:2);
writeln('Student2: ', stu2 6:2);
writeln('Student3: ', stu3:6:2);
writeln('Student4: ', stu4:6:2);
writeln('Student5: ', stu5:6:2):
end.
```

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What's Needed

- •A composite variable that is a collection of another type.
- •The composite variable can be manipulated and passed throughout the program as a single entity.
- •At the same time each element can be accessed individually.
- •What's needed...an array!

Declaring Arrays

Format:

name: array [low index..high index] of element type;

Example:

classGrades : array [1..CLASS_SIZE] of real;

| classGrades [1] | |
|-----------------|--|
| [2] | |
| [3] | |
| [4] | |
| [5] | |

Iomac Tom

Accessing Data In The Array

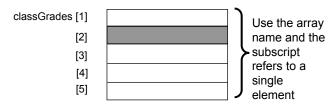
First you need to indicate which array is being accessed

• Done via the name of the array e.g., "classGrades"



If you are accessing a single element, you need to indicate which element that you wish to access.

• Done via the array index e.g., "classGrades[2]"



Assigning Data To The Array

Format:

```
(Whole array) (One element)
```

name of array [index]

Examples (assignment via the assignment operator):

```
(Whole array) (One element)
```

firstArray := secondArray; classGrades [1] := 100;

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Assigning Data To The Array (2)

```
Examples (assigning values via read or readln):
```

```
(Single element)
readln(classGrades[1]);

(Whole array - all elements)
for i: = 1 to CLASS_SIZE do
begin
   write('Input grade for student No. ', i, ': ');
   readln(classGrades[i]);
end;
```

Assigning Data To The Array (3)

(Whole array – all elements: Character arrays only) var charArray : array [1..5] of char; readln(charArray);

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Accessing Data In The Array

```
Examples (displaying information):

(Single element)

writeln(classGrades[1]);

(Whole array – all elements)

for i := 1 to CLASS_SIZE do

writeln('Grade for student No. ', i:2, '', classGrades[i]:6:2);
```

Accessing Data In The Array (2)

```
(Whole array – all elements: Character arrays only)
var charArray : array [1..5] of char;
write(charArray);
```

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Revised Version Using An Array

For a compilable example look in Unix under: /home/231/examples/arrays/classList2.p

```
const
```

```
CLASS\_SIZE = 5;
```

begin

 $var\ classGrades: array\ [1..CLASS_SIZE]\ of\ real;$

var i : integer;
var total : real;
var average : real;

total := 0;

Class Example Using An Array (2)

```
for i := 1 to CLASS_SIZE do
begin
    write('Enter grade for student no. ', i, ': ');
    readln (classGrades[i]);
    total := total + classGrades[i];
end;
average := total / CLASS_SIZE;
writeln;
writeln('The average grade is ', average:6:2, '%');

for i := 1 to CLASS_SIZE do
    writeln('Grade for student no. ', i, ' is ', classGrades[i]:6:2, '%');
```

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Passing Arrays As Parameters

1. Declare a type for the array.

e.g. type

Grades = array [1..CLASS_SIZE] of real;

- Declaring A type does not create an instance
 - A type only describes the attributes of a new kind of variable that can be created and used.
 - No memory is allocated.



Passing Arrays As Parameters (2)

2. Declare an instance of this type.

e.g., var lecture01 : Grades;

Memory is allocated!



3. Pass the instance to functions/procedures as you would any other parameter.

```
(Function/procedure call)
displayGrades (L01, average);

(Function/procedure definition)
procedure displayGrades (L01 : Grades;
average : real);
```

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Passing Arrays As Parameters: An Example

```
The full example can be found in Unix under /home/231/examples/classList3.p)
program classList (input, output);
```

```
const

CLASS_SIZE = 5;

type
```

Grades = array [1..CLASS_SIZE] of real;

 $procedure\ tabulate Grades\ (var\ lecture 01 \\ \hspace*{0.5cm}: Grades;$

var average : real);

var
i : integer;
total : real;

Passing Arrays As Parameters: An Example (2)

```
begin (* tabulateGrades *)

total := 0;

for i := 1 to CLASS_SIZE do

begin

write('Enter grade for student no. ', i, ': ');

readln(lecture01[i]);

total := total + lecture01[i];
end;
average := total / CLASS_SIZE;
writeln;
end; (* tabulateGrades *)
```

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Passing Arrays As Parameters: An Example (3)

Passing Arrays As Parameters: An Example (4)

```
begin

var lecture01 : Grades;

var average : real;

tabulateGrades (lecture01, average);

displayGrades (lecture01, average);
end.
```

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Returning Arrays From Functions

```
1. Declare a type for the array.
```

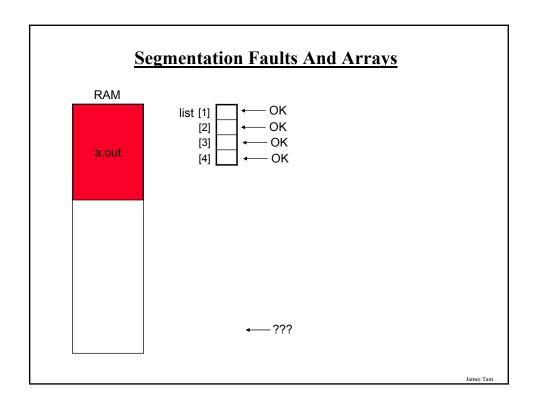
```
e.g.
type
Grades = array [1..CLASS_SIZE] of real;
```

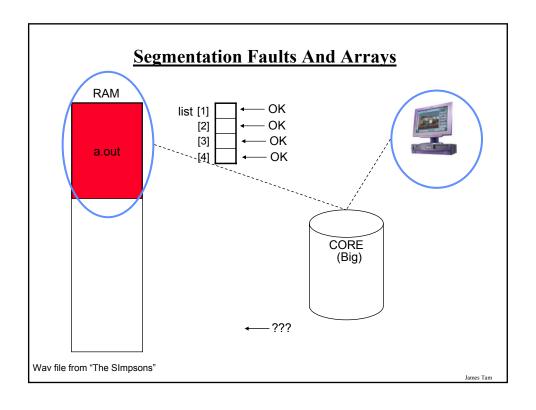
2. Declare an instance of this type.

```
e.g., var lecture01 : Grades;
```

3. Return the instance of the array as you would any other return value.

```
(Function/procedure call)
lecture01 := fun (L01);
(Function/procedure definition)
function fun (lecture01 : Grades ): Grades;
```





You Should Now Know

- •What is the difference between simple types (atomic) and composite types (aggregate)
- •What is the benefit of using homogeneous composite types (arrays)
- •How to declare arrays
- •How to access or assign values to array elements
- •How to work with an entire array
- •How to pass instances of arrays into methods and how to return an array from a function.
- •What is a segmentation fault and core dump file.

James Tar