

Lecture 4-1

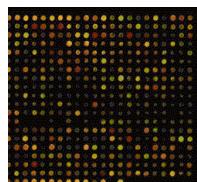
Arrays I

Why arrays?

- So far, our programs contained objects like grade and turtle
- We will now learn how to create and process objects like grade[100] and turtle[20]
- Such objects are called arrays
- Arrays come handy when you have to store and process an indexed collection of objects of the same type.



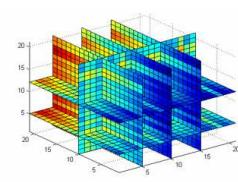
1-dimensional array



2-dimensional array



3-dimensional array



n-dimensional array
(impossible to draw)

Why arrays?

DNA file:

Bases tool - BASES PROPORTION

Base	Percentage
A	35.0%
G	22.3%
C	18.3%
T	24.3%

START

GGTTCTTACTAA
AAAAGAAGAGAAAAC
GAGAAAAGGGTTTTG
GGCACTCAGGAAGAG
GTGTGAGTCAGTGTTG
ACACAGAGGGCTT
AGAAAATGAACTTGA
TTCATCCAGGGAA

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Outline

- 
 - Array processing examples
 - Array declaration
 - For ... each
 - More array processing examples
 - Initializer lists
 - Strings vs arrays
 - Multi-dimensional arrays
 - Command line arguments

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Array processing: examples

DNA file: G C T A C G A C G T T A A C C A C A C T T A T A G G T A G A ...

This sequence can be viewed as an indexed collection of bases:

DNA array:	0	1	2	3	4	5	6	7	8	9	...
	G	C	T	A	C	G	A	C	G	T	...

Array processing lends itself to questions like:

- ❑ Which base appears in location 512 ?
- ❑ Which pattern appears in locations 310 to 315 ?
- ❑ Where is the last location of base A ?
- ❑ How many times each base appears in the sequence ?
- ❑ Does the pattern CGT appear in the sequence ?
- ❑ Does the pattern C?T appear (where ? stands for any one base) ?
- ❑ Does the pattern C*T appear (where * stands for any one or more bases) ?
- ❑ Given two dna sequences s1 and s2, compute the function
similarity(s1,s2) = % of locations in which s1 and s2 have identical bases
- ❑ And so on.

Array processing: examples

DNA array:	0	1	2	3	4	5	6	7	8	9	...
	G	C	T	A	C	G	A	C	G	T	...

```
// Normally, we will get the DNA array data from a file.  
char[] dna = {'G','C','T','A','C','G','A','C','G','T'}; // For testing purposes  
char base;  
String pattern;  
  
// which base appears in location 5?  
base = dna[5]; // 'G'  
  
// which pattern appears in locations 3 to 6?  
pattern = dna[3] + dna[4] + dna[5] + dna[6]; // 'ACGA'  
  
// Mutation ...  
dna[7] = 'A'  
  
// Mutation: switch bases 5 and 6  
{char temp = dna[5]; dna[5] = dna[6]; dna[6] = temp;}
```

Mutable objects: Have a changeable state

Immutable objects: Once created, their state cannot be changed

Arrays are mutable objects

Array processing: examples

Grades array:

0	1	2	3	4	...	99
55	78	90	45	71	...	85

```
int[] grades = new int[100];
// Suppose that the array was populated with data

grades[6] = 75;
grades[3] = grade[3] + 5;
grades[4] = grades[4] * 1.1;
int x = (100 + grades[12]) / 2;
```

- If an array is of type `int`, then any one of its elements can be treated as an `int` variable and can play any role that an `int` variable is allowed to play in Java
- Same rule holds for any other array type.

Array processing: examples

DNA array:

0	1	2	3	4	5	6	7	8	9	...
G	C	T	A	C	G	A	C	G	T	...

```
// which pattern appears in locations 4 to 6 ?
String pattern = "";
for (int i = 4; i <= 6; i++)
    pattern = pattern + dna[i];
System.out.println(pattern);

// which is the last location of base A?
int found = -1;
for (int i = 0; i < dna.length; i++)
    if (dna[i] == 'A')
        found = i;
System.out.println(found);
```

In Java, each array object has a `length` field holding its length.

Output:

CGA
6

for loops provide a natural way to process arrays.

Outline

- Array processing examples
-  Array declaration
- For ... each
- More array processing examples
- Initializer lists
- Strings vs arrays
- Multi-dimensional arrays
- Command line arguments

Array declaration

Syntax:

```
type[] arrayName = new type [arrayLength]
```

Examples

```
char[] dna = new char[1000];
int[] grades = new int[100];
boolean[] switch;
switch = new boolean[30];
```

} Arrays of values of primitive types

```
String[] words = new String[500];
Turtle[] turtles = new Turtle[10];
WindMill[] windMills = new WindMill[100];
```

} Arrays of objects (contain references)

```
// move the third turtle 50 steps forward:
turtles[2].moveForward(50);

// Compute the total gain of the wind mill farm
int yield = 0;
for (int i = 0; i <= windMills.length; i++)
    yield = yield + windMills[i].getGain();
```

For each ...

```
// Instead of:  
for (int i = 0; i <= grades.length; i++)  
    System.out.println(grades[i]);  
  
// Use:  
for (int grade : grades)  
    System.out.println(grade);  
  
// Instead of:  
for (int i = 0; i <= turtles.length; i++)  
    turtles[i].hide();  
  
// Use:  
for (Turtle t : turtles)  
    t.hide();  
  
// Instead of:  
for (int i = 0; i <= windMill.length; i++)  
    yield = yield + windMill[i].getYield();  
  
// Use:  
for (WindMill w : windMills)  
    yield = yield + w.getYield();
```

Best practice advice:

Whenever possible, use
`for ... each loops`

Why?

- ❑ Readable
- ❑ Elegant
- ❑ Avoids variables

But, In some cases the standard
`for` loop must be used, e.g.
when the array index plays a
role in the array processing.

Array processing: examples

```
import java.util.Scanner;  
public class ArrayDemo {  
    public static void main(String[] args){  
  
        // Declares an array of a user-defined size  
        int[] elements;  
        Scanner scan = new Scanner(System.in);  
        System.out.print("Enter number of elements: ");  
        elements = new int[scan.nextInt()];  
  
        // Prompts the user to enter the array elements  
        for (int j = 0 ; j < size ; j++) {  
            System.out.print("enter element " + j + ": ");  
            elements[j] = scan.nextInt();  
        }  
  
        // Prints the array elements in reverse order  
        for (int j = (elements.length - 1); j >= 0; j--)  
            System.out.println(elements[j]);  
    }  
}
```

Prompts the user for a
series of values, then
prints them backwards

```
C:\WINDOWS\system32\cmd.exe  
D:\demo>java ArrayDemo  
Enter number of elements: 7  
enter element 0: 10  
enter element 1: 20  
enter element 2: 15  
enter element 3: 7  
enter element 4: 90  
enter element 5: 2  
enter element 6: 103  
103  
2  
90  
7  
15  
20  
10  
D:\demo>
```

Array processing: examples

```
import java.util.Scanner;
public class DigitsCount {

    public static void main(String[] args) {
        Scanner scan = new Scanner(System.in);
        System.out.println("Enter a number: ");
        int number = scan.nextInt();
        int[] digitCounter = new int[10];

        // For each occurrence of each digit, increment its counter
        while (number > 0) {
            int digit = number % 10;
            digitCounter[digit]++;
            number = (int) (number / 10);
        }

        // Print the histogram
        for (int i = 0; i < 10; i++) {
            System.out.print(i + " ");
            for (int j = 0; j < digitCounter[i]; j++)
                System.out.print("*");
            System.out.println();
        }
    }
}
```

Counts how many times
each digit appears in a
given number, and prints
the results as a
histogram

```
C:\WINDOWS\system32\cmd.exe
D:\demo>javac DigitsCount.java
D:\demo>java DigitsCount
Enter a number:
2276326212903200
0 ***
1 *
2 *****
3 **
4
5
6 **
7 *
8
9 *
```

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- ➡ ■ Initializer lists
- Strings vs arrays
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Initializer lists

Examples:

```
int[] somePrimes = {3, 5, 7, 11, 13, 17, 19, 23, 29, 31};  
char[] vowels = {'a', 'o', 'i', 'u', 'e'};
```

The rules of the game:

- An initializer list is an array
- When defining an initializer list, there is no need to use new
- The array length is determined from the size of the initializer list
- An initializer list can be defined only as part of the array declaration statement (and not later in the code).

A String is not an array of characters!

```
char[] c = {'I','D','C',' ', 'H','E','R','Z','L','I','Y','A'};
```

```
String s = new String(c);
```

```
System.out.println(c); // "IDC HERZLIYA"  
System.out.println(s); // "IDC HERZLIYA"
```

```
System.out.println(c[5]); // 'E'  
System.out.println(s[5]); // Error  
System.out.println(s.charAt(5)); // 'E'
```

```
c[5] = 'G' // OK  
s[5] = 'G' // Error
```

```
System.out.println(c.length); // 12  
System.out.println(s.length()); // 12
```

A string can be *constructed* from an array of characters.

However, this does not imply that a string is an array of characters.

Strings are immutable;
Array entries can be changed

Array processing: examples

```
import java.util.Scanner;
public class Findvowels {
    static char[] vowels = {'a', 'e', 'i', 'o', 'u'};

    public static void main(String[] args) {
        Scanner scan = new Scanner(System.in);
        System.out.print("Enter a word: ");
        String word = scan.nextLine();
        System.out.println("The word has " +
                           (containsVowel(word) ? "" : "no ") + "vowel(s)");
    }

    public static boolean containsVowel(String s) {
        for (int j = 0 ; j < s.length() ; j++)
            for (int k = 0 ; k < vowels.length ; k++)
                if (s.charAt(j) == vowels[k])
                    return true;
        return false;
    }
}
```

Checks if a given string
has one or more
vowels in it.

```
C:\WINDOWS\system32\cmd.exe
D:\demo>java FindVowels
Enter a word: baby
The word has vowel(s)
D:\demo>java FindVowels
Enter a word: gypsy
The word has no vowel(s)
```

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Multidimensional data

Math conventions:

$$V = (3 \ -19 \ 7 \ 13 \ 8)$$

V_2 holds the value -19

$$M = \begin{pmatrix} 5 & 2 & 7 & 3 & 8 & 5 \\ 2 & 4 & 8 & 12 & 7 & -3 \\ 3 & 19 & 5 & 8 & 5 & 1 \\ -2 & 3 & 6 & 4 & 9 & 5 \end{pmatrix}$$

$m_{2,4}$ holds the value 12

Java conventions:

$$v: (3 \ -19 \ 7 \ 13 \ 8)$$

$v[2]$ holds the value 7

$$m: \begin{pmatrix} (5 & 2 & 7 & 3 & 8 & 5) \\ (2 & 4 & 8 & 12 & 7 & -3) \\ (3 & 19 & 5 & 8 & 5 & 1) \\ (-2 & 3 & 6 & 4 & 9 & 5) \end{pmatrix}$$

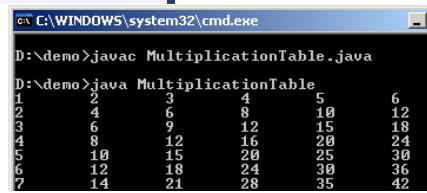
$m[2][4]$ holds the value 8

2D Array processing: examples

```
public class MultiplicationTable {  
    public static void main(String[] args){  
        final int N = 10;  
  
        int[][] table = new int[N][N];  
        for (int j = 0; j < table.length; j++)  
            for (int k = 0; k < table[0].length; k++)  
                table[j][k] = j * k;  
  
        for (int j = 1; j < N; j++){  
            for (int k = 1; k < N ; k++)  
                System.out.print(table[j][k] + "\t");  
            System.out.println();  
        }  
    }  
}
```

In Java,
a multidimensional
array is implemented
as an array of arrays

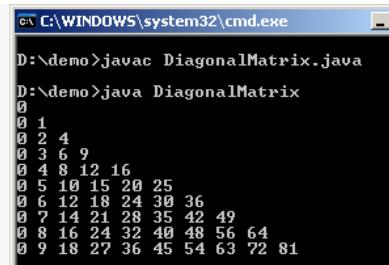
In this particular
example, all the
dimensions (array lengths)
have the same size: N.



```
D:\demo>javac MultiplicationTable.java  
D:\demo>java MultiplicationTable  
1 2 3 4 5 6  
2 4 6 8 10 12  
3 6 9 12 15 18  
4 8 12 16 20 24  
5 10 15 20 25 30  
6 12 18 24 30 36  
7 14 21 28 35 42
```

2D Array processing: examples

```
public class DiagonalMatrix {  
    public static void main(String[] args){  
  
        int[][] mat = new int[10][];  
  
        for (int j = 0; j < mat.length; j++)  
            mat[j] = new int[j+1];  
  
        for (int j = 0; j < mat.length; j++)  
            for (int k = 0; k < mat[j].length; k++)  
                mat[j][k] = j * k;  
  
        for (int j = 0; j < mat.length; j++) {  
            for (int k = 0; k < mat[j].length; k++)  
                System.out.print(mat[j][k] + " ");  
            System.out.println();  
        }  
    }  
}
```



```
C:\WINDOWS\system32\cmd.exe  
D:\demo>javac DiagonalMatrix.java  
D:\demo>java DiagonalMatrix  
0  
0 1  
0 2 4  
0 3 6 9  
0 4 8 12 16  
0 5 10 15 20 25  
0 6 12 18 24 30 36  
0 7 14 21 28 35 42 49  
0 8 16 24 32 40 48 56 64  
0 9 18 27 36 45 54 63 72 81
```

In this example, we also have a two-dimensional array, but here each row has a different length.

Initializing a multi-dimensional array

A multidimensional array can be declared and initialized using an **initializer list**:

Example:

```
int[][] hadamardMatrix = {  
    { 1,  1,  1,  1},  
    {-1,  1, -1,  1},  
    {-1, -1,  1,  1},  
    {-1, -1, -1,  1}  
};
```

Note that the initializer list is a list of lists:

`{}{},{}..., ...,{}{...}`

Command line arguments

Example:

```
public class EchoTwice {  
    public static void main(String[] args) {  
        for (String s : args)  
            System.out.println(s + s);  
    }  
}
```



When the user invokes a class from the OS shell, she can pass a line of parameters to the main method using the syntax: `java ClassName parametersLine`

The compiler breaks parametersLine into tokens, and stores them in the entries of the args array

The args array is accessible to the program's code like any other array.