

More on Arrays

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Topics

- Text processing: C style
 - C++ style: later.
- Two dimensional arrays

Text processing

Simple example:

Marks display program: use names of students instead of roll numbers.

More complex example:

Read in an entire book. Allow users to search for text. Exact match? Approximate match?

Read in a C++ program. Compile it.

How to store text on a computer

- Use an array of char

```
char nameOfBook[50], nameOfAuthor[50];
```

- What size array to allocate?

People do not have names of same length

“Om Puri”, “Chakravarti Rajagopalachari”

- C and C++ handle this problem differently.

Simple solution (“C style”)

- Allocate an array of largest possible size
- Use only as much from it as needed.

Need to remember what portion of the array is being used.

- If text stored has L characters, then store text in indices $0..L-1$. Store ASCII value 0, i.e. ‘\0’ at index L .
- ASCII value 0 is reserved for this purpose, cannot be used in normal text.

Storage Scheme Example

char name[50];

- Storing “Om Puri”:

name[0]: ‘O’, name[1]: ‘m’, name[2]: ‘ ’

name[3]: ‘P’, name[4]: ‘u’, name[5]: ‘r’,

name[6]: ‘i’, name[7]: ‘\0’

name[8..49]: not used.

- Storing “Chakravarti Rajgopalachari”

name[0]: ‘C’ ... name[25]: ‘i’, name[26]: ‘\0’

name[27..49]: unused.

How to actually store: 1

- Initialize while defining the array:

```
char name[50] = "Om Puri";
```

This will store all 7 letters and also '\0'.

How to actually store: 2

- Read in from keyboard

```
char name[50];          // in general char name[n];  
cin.getline(name,50); // in general ..(name,n)
```

Will read in what you type and store into consecutive elements of name, until either

- 49 characters have been read (i.e. n-1)
- end-of-line/enter has been read.

Then '\0' will be stored.

An unsafe mechanism

- Read in from keyboard

```
char name[50];
```

```
cin >> name;
```

Will store the first “word” you type into name, followed by ‘\0’. **word: white space delimited.**

- “Om Puri” : only “Om” will be stored.
- If “word’ has length 50 or more, index out of bounds error.

Printing out strings

```
char name[50];
```

```
....
```

```
cout << name;
```

Will print out characters in name till '\0'.

```
cout << "The name is: ";
```

"..." : character string constant, can be used wherever char array name is expected.

Modifying text strings

```
char subject[20] = "Biology";  
subject[0] = 'Z'; subject[1] = 'o';  
cout << subject;
```

- What will this print?
- Cannot “assign” multiple characters in one statement.

Some basic operations on strings

- Finding the length of a string stored in a char array. String length might be $<$ array length.
- Copying a string stored in one array into another array. Need not copy entire array.
- Comparing two strings for equality.
- Deciding which string appears first in the dictionary. “lexicographic order”.

Text processing: general idea

Like processing ordinary arrays. “Process elements starting at 0 till ‘\0’ is found”

Length of a string

```
char name[50]; int L;  
cin.getline(name,50);  
for(L=0; name[L] != '\0'; L++){  
cout << "name has length " << L << endl;
```

Will L always be in range?

Can you write this as a function?

Copying a string

```
//Preconditions: source must contain '\0'  
// terminated string, dest must be long enough.  
void strcpy(char dest[], char source[]){  
    int i;  
    for(i=0; source[i] != '\0'; i++)  
        dest[i]=source[i];  
    dest[i]=source[i]; // copy the '\0' itself  
} // Write a main program to use this.
```

Lexicographic comparison

```
char compare(char a[], char b[]){
    for(int i=0; ; i++){
        if(a[i] == '\0' && b[i] == '\0') return '=';
        if(a[i] == '\0') return '<';
        if(b[i] == '\0') return '>';
        if(a[i]<b[i]) return '<';
        if(a[i]>b[i]) return '>';
    } // lexicographic = Dictionary order
```


Two dimensional arrays

- Arrays: useful for storing sequences.
“mathematical object having one subscript”
- 2 dimensional arrays: for storing matrices.
“mathematical object having two subscripts”.

```
double a[10][20];
```

200 elements: $a[0][0]$, $a[0][1]$, ..., $a[0][19]$, $a[1][0]$, $a[1][1]$, ... $a[9][18]$, $a[9][19]$. Stored in this order in memory.

Defining with initialization

```
double a[3][2]={{1,2},{3,4},{5,6}};
```

```
for(int i=0; i<3; i++){  
    for(int j=0; j<2; j++) cout << a[i][j] << " ";  
    cout << endl;  
}
```

Example: Matrix multiplication

```
double a[3][2]={{1,2},{3,4},{5,6}}, b[2][4]=  
  {{1,2,3,4},{5,6,7,8}}, c[3][4];
```

```
for(int i=0; i<3; i++)  
  for(int j=0; j<4; j++){  
    c[i][j] = 0;  
    for(int k=0; k<2; k++) c[i][j] += a[i][k]*b[k][j];  
  }
```

Using only one index

```
void printrow(double p[], int n){  
    for(int i=0; i<n; i++) cout << p[i] << endl;  
}  
  
int main(){  
    double a[10][20]; ... ; printrow(a[4],20);  
    a[i] : one dimensional array corresponding to  
           the i th row of the matrix.
```

Example

```
char countries[6][20] = {"India", "China",  
    "Sri Lanka", "Nepal", "Bangladesh", "Pakistan"}  
cout << compare(countries[0], countries[1]);
```

will print '>' because India is after China in the dictionary order.

Two dimensional arrays and functions

```
void printCountries(char countries[][20], int n){
    for(int i=0; i<n; i++)
        cout << countries[i] << endl;
}

int main(){
    char countries[6][20] = {...}
    printCountries(countries, 6);
}
```

Remarks

- Second dimension of an array that is a parameter to a function must be a compile time constant.
- Compile-time constant: an expression whose value is known at compile time. Expressions are allowed, e.g. $5*n+6$ where n is defined as

```
const int n=6;
```

Drawing Polygons

```
Polygon pname(double cx, double cy,  
              double vertices[][2], int n);
```

Draws an **n** vertex polygon named **pname**

cx, cy: where local origin of polygon is placed.

vertices: Each row gives coordinates of a vertex relative to local origin.

n: number of vertices, first dimension of array **vertices**.

Drawing Polygons

```
int main(){
    initCanvas("Pentagon");
    double penta[5][2] = {{-50,50}, {50,50},
        {100,0}, {0,-50}, {-100,0}};
    Polygon p(250,250, penta, 5);
    for(int i=0; i<36; i++) p.left(10);
    getClick();
}
```

Remarks

- Edges of the polygon may intersect themselves. “correct thing is done”. Try it out.
- forward, left, scale, setColor, setFill etc. also work.

Exercise

Read in strings into a 2d array.

Print them out in lexicographic order.

- Note that once strings are in lexicographic order, we can do binary search over them!