



# **CS10003:** **Programming & Data Structures**

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# How to read the elements of an array?

- By reading them one element at a time

```
for (j=0; j<25; j++)
```

```
    scanf ("%f", &a[j]);
```

- The ampersand (&) is necessary
- The elements can be entered all in one line or in different lines

# A Warning

- In C, while accessing array elements, array bounds are not checked

- Example:

```
int marks[5];
```

```
:
```

```
:
```

```
marks[8] = 75;
```

- The above assignment would not necessarily cause an error
- Rather, it may result in unpredictable program results

# Reading into an array

```
int main()
{
    const int MAX_SIZE = 100;
    int i, size;
    float marks[MAX_SIZE];
    float total;
    scanf("%d",&size);
    for (i=0, total=0; i<size; i++)
    {
        scanf("%f",&marks[i]);
        total = total + marks[i];
    }
    printf("Total = %f \n Avg = %f\n", total,
total/size);
    return 0;
}
```

Output

```
4
2.5
3.5
4.5
5
Total = 15.500000
Avg = 3.875000
```

# How to print the elements of an array?

- By printing them one element at a time

```
for (j=0; j<25; j++)  
    printf (“\n %f”, a[j]);
```

- The elements are printed one per line

```
printf (“\n”);  
for (j=0; j<25; j++)
```

```
    printf (“ %f”, a[j]);
```

- The elements are printed all in one line (starting with a new line)

# How to copy the elements of one array to another?

- By copying individual elements

```
for (j=0; j<25; j++)
```

```
    a[j] = b[j];
```

- The element assignments will follow the rules of assignment expressions
- Destination array must have sufficient size

## Example 1: Find the minimum of a set of 10 numbers

```
int main()
{
    int a[10], i, min;

    for (i=0; i<10; i++)
        scanf ("%d", &a[i]);

    min = a[0];
    for (i=1; i<10; i++)
    {
        if (a[i] < min)
            min = a[i];
    }
    printf ("\n Minimum is %d", min);
    return 0;
}
```

# Alternate Version 1

**Change only  
one  
line to  
change the  
problem size**

```
const int size = 10;

int main()
{
    int a[size], i, min;

    for (i=0; i<size; i++)
        scanf ("%d", &a[i]);

    min = a[0];
    for (i=1; i<size; i++)
    {
        if (a[i] < min)
            min = a[i];
    }
    printf ("\n Minimum is %d", min);
    return 0;
}
```



## Alternate Version 2

**Change only  
one  
line to  
change the  
problem size**

**Used #define macro**

```
#define size 10

int main()
{
    int a[size], i, min;

    for (i=0; i<size; i++)
        scanf ("%d", &a[i]);

    min = a[0];
    for (i=1; i<size; i++)
    {
        if (a[i] < min)
            min = a[i];
    }
    printf ("\n Minimum is %d", min);
    return 0;
}
```

# #define macro

- `#define X Y`
- Preprocessor directive
- Compiler will first replace all occurrences of string X with string Y in the program, then compile the program
- Similar effect as read-only variables (`const`), but no storage allocated
- We prefer you use `const` instead of `#define`

## Alternate Version 3

**Define an array  
of  
large size and  
use  
only the  
required  
number of  
elements**

```
int main()
{
    int a[100], i, min, n;

    scanf ("%d", &n); /* Number of elements */
    for (i=0; i<n; i++)
        scanf ("%d", &a[i]);

    min = a[0];
    for (i=1; i<n; i++)
    {
        if (a[i] < min)
            min = a[i];
    }
    printf ("\n Minimum is %d", min);
    return 0;
}
```