Arrays and ArrayLists

Ananda Gunawardena

Introduction

- Array is a useful and powerful aggregate data structure presence in modern programming languages
- Arrays allow us to store arbitrary sized sequences of primitive values or sequences of references to objects
- Arrays allow easy access and manipulation to the values/objects that they store
- Arrays are indexed by a sequence of integers
- classes can use arrays as instance variables to store databases of value/references

Arrays

• new is used to construct a new array:

new double[10]

 Store 10 double type variables in an array of doubles double[] data = new double[10];



integer Arrays

int[] A = new int[5];



Array of Object References

class foo() {} foo[] myFooList = new foo[N];



Array of Strings

- An array of Strings
 - String[] s = new String[]{"ABC", "LMN", "XYZ"};



Array of Bytes

- We can create array of bytes and perhaps return them from a method
- public byte[] foo(){

byte[] temp = new byte[10]; for (int i=0;i<10;i++) temp[i] = new Byte(i); return temp;

Arrays

- Arrays have fixed length
- Arrays have element of specific type or references to objects
- Operator [] is used to access array elements data[4] = 29.95;
- Use length attribute to get array length.
 - data.length. (Not a method!)

Array

- is a homogeneous data structure: each of its members stores the same type (either primitive or reference)
- the indices go from 0 to one less than the length of the array
- each array object stores a public final int length instance variable that stores the length of the array
- we can access the value stored in this field, in the example above, by writing a.length

Copying Arrays

Copying an array reference yields a second reference to the same array



Cloning Arrays

• Use clone to make true copy
double[] prices = (double[])data.clone();



Copying Array Elements

System.arraycopy(from, fromStart, to, toStart, count);

