

Lecture Set #15: Two-Dimensional Arrays

1. 2-dimensional arrays
 1. Ragged Arrays
 2. Rectangular Arrays



CMSC 131 Spring 2008
Jan Plane (adapted from Bonnie Dorri)

Recall Arrays



- Arrays: sequences of elements from the same base type

```
int[] a;          // array of ints
Date[] d;         // array of references to Dates
```
- Base type may be:
 - Primitive (i.e. `int`)
 - Reference (i.e. `Date`, other objects)
- **Arrays are also objects.**
- **Notice the similarities:**
 - Arrays created using `new`
 - Array elements stored on heap
 - Array variables store references to space on the heap

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Allocation of Space

- Syntax for allocating space for the 1st level array:

```
char[][] a;           // Array of char arrays
a = new char[3][];    // Create array of 3 arrays
```

- Syntax for allocating space for the 2nd level of arrays:

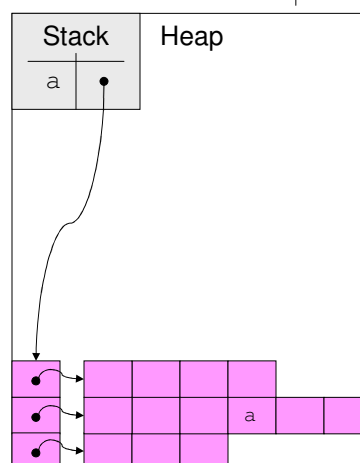
```
a[0] = new char[4];   // Create array of 4 char
a[1] = new char[6];   // Create array of 6 char
a[2] = new char[3];   // Create array of 3 char
```



Example

```
char[][] a;
a = new char[3][];
a[0] = new char[4];
a[1] = new char[6];
a[2] = new char[3];
a[1][3] = 'a';
```

- This array has **two dimensions**: rows, columns
- This kind of array is called **ragged** because the rows are of unequal length





Questions

```
char[][] a;  
a = new char[3][];  
a[0] = new char[4];  
a[1] = new char[6];  
a[2] = new char[3];
```

- What does `a[1][2] = 'x';` do?
Set element in row 2, column 3 to 'x'
- What does `a.length` return?
3
- What does `a[1].length` return?
6

What type is `a`?

a reference to an array of array references

What Type is `a[0]`?

a reference to an array of characters

What type is `a[0][0]`?

a character



Initializers

• In one dimension:

```
char[][] a;  
a = new char[3][];  
a[0] = {'a', 'b', 'c', 'd'};  
a[1] = {'x', 'y', 'z'};  
a[2] = {'m', 'n'};
```

• In two dimensions:

```
char[][] a = {{ 'a', 'b', 'c', 'd' },  
              { 'x', 'y', 'z' },  
              { 'm', 'n' } };
```


2-D Arrays of Objects Also Possible



- Of Strings:

```
String[][] s = new String[4][2];  
s[0][0] = "Fred";  
s[1][1] = "Jane";
```

- Of Cats:

```
Cat[][] c = new Cat[4][2];  
c[0][0] = new Cat("Fred");  
c[1][1] = new Cat("Jane");
```