

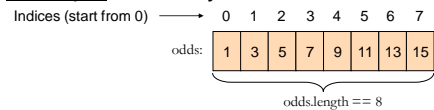
תוכנה 1

תרגול 2: מערכים, מבני בקרה ושגיאות
הדס צור ואסף זריצקי

מערכים

- **Array:** A fixed-length data structure for storing multiple values of the same type

- **Example:** An array of odd numbers:



The type of all elements is int

The value of the element at index 4 is 9: odds[4] == 9

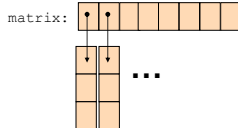
2

Array Declaration

- An array is denoted by the [] notation

- Examples:

- `int[] odds;`
- `int odds[];` // legal but discouraged
- `String[] names;`
- `int[][] matrix;` // an array of arrays



3

Array Creation and Initialization

- What is the output of the following code:

```
int[] odds = new int[8];
for (int i = 0; i < odds.length; i++) {
    System.out.print(odds[i] + " ");
    odds[i] = 2 * i + 1;
    System.out.print(odds[i] + " ");
}
```

Array creation: all elements get the default value for their type (0 for int)

- Output:

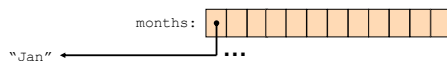
0 1 0 3 0 5 0 7 0 9 0 11 0 13 0 15

4

Array Creation and Initialization

- Creating and initializing small arrays with *a-priori* known values:

- `int[] odds = {1,3,5,7,9,11,13,15};`
- `String[] months = {"Jan", "Feb", "Mar", "Apr", "May", "Jun", "July", "Aug", "Sep", "Oct", "Nov", "Dec"};`



5

Loop through Arrays

- By promoting the array's index:

```
for (int i = 0; i < months.length; i++) {
    System.out.println(months[i]);
}
```

The variable month is assigned the next element in each iteration

- foreach (since Java 5.0):

```
for (String month: months) {
    System.out.println(month);
}
```

6

Operations on arrays

- The class `Arrays` provide operations on array
 - Copy
 - Sort
 - Search
 - Fill
 - ...
- [java.util.Arrays](http://java.sun.com/javase/6/docs/api/java/util/Arrays.html)
<http://java.sun.com/javase/6/docs/api/java/util/Arrays.html>

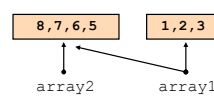
7

Copying Arrays

- Assume:

```
int[] array1 = {1,2,3};  
int[] array2 = {8,7,6,5};
```
- Naïve copy:

```
array1 = array2;
```



The diagram shows two boxes. The left box is labeled 'array2' and contains the values '8, 7, 6, 5'. The right box is labeled 'array1' and contains the values '1, 2, 3'. An arrow points from the 'array2' box to the 'array1' box, indicating that array2 is being assigned to array1.
- What's wrong with this solution?

8

Copying Arrays

- `Arrays.copyOf`
 - the original array
 - the length of the copy
- ```
int[] arr1 = {1, 2, 3};
int[] arr2 = Arrays.copyOf(arr1, arr1.length);
```
- `Arrays.copyOfRange`
    - the original array
    - initial index of the range to be copied, inclusive
    - final index of the range to be copied, exclusive

9

- What is the output of the following code:

```
int[] odds = {1, 3, 5, 7, 9, 11, 13, 15};
int newOdds[] =
 Arrays.copyOfRange(odds, 1, odds.length);
for (int odd: newOdds) {
 System.out.print(odd + " ");
}
```

Output: 3 5 7 9 11 13 15

10

## Other Manipulations on Arrays

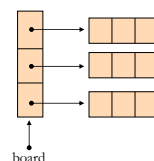
- The [java.util.Arrays](http://java.sun.com/javase/6/docs/api/java/util/Arrays.html) class has methods for sorting and searching, assigning arrays e.g.
  - public static void `sort(int[] a)`
  - public static int `binarySearch(int[] a, int key)`
  - public static void `fill(long[] a, long val)`
- More details in JDK 6.0 documentation  
<http://java.sun.com/javase/6/docs/api/java/util/Arrays.html>

11

## 2D Arrays

- There are no 2D arrays in Java but ...
- you can build array of arrays:

```
char[][] board = new char[3][];
for (int i = 0; i < 3; i++)
 board[i] = new char[3];
```



Or equivalently:  
`char[][] board = new char[3][3];`

12

## 2D Arrays

### ■ Building a multiplication table:

```
int[][] table = new int[10][10];
for (int i = 0 ; i < 10 ; i++) {
 for (int j = 0 ; j < 10; j++) {
 table[i][j] = (i+1) * (j+1);
 }
}
```

13

## Fibonacci

### ■ Fibonacci series

1, 1, 2, 3, 5, 8, 13, 21, 34

### ■ Definition:

- $\text{fib}(0) = 1$
- $\text{fib}(1) = 1$
- $\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$



en.wikipedia.org/wiki/Fibonacci\_number

## If-Else Statement

```
public class Fibonacci {
 ...
 /** Returns the n-th Fibonacci element */
 public static int computeElement(int n) {
 if (n==0)
 return 1;
 else if (n==1)
 return 1;
 else
 return computeElement(n-1) + computeElement(n-2);
 }
}
```

Assumption:  
 $n \geq 0$

Can be removed

15

## Switch Statement

```
public class Fibonacci {
 ...
 /** Returns the n-th Fibonacci element */
 public static int computeElement(int n) {
 switch(n) {
 case 0:
 return 1;
 case 1:
 return 1;
 default:
 return computeElement(n-1) + computeElement(n-2);
 }
 }
}
```

Assumption:  
 $n \geq 0$

can be placed outside the switch

16

## Switch Statement

```
public class Fibonacci {
 ...
 /** Returns the n-th Fibonacci element */
 public static int computeElement(int n) {
 switch(n) {
 case 0:
 return 1;
 case 1:
 return 1;
 break;
 default:
 return computeElement(n-1) + computeElement(n-2);
 }
 }
}
```

Assumption:  
 $n \geq 0$

Compilation Error:  
Unreachable Code

17

## Iterative Fibonacci

### ■ A loop instead of a recursion

```
static int computeElement(int n) {
 if (n == 0 || n == 1)
 return 1;

 int prev = 1;
 int prevPrev = 1;
 int curr;

 for (int i = 2 ; i < n ; i++) {
 curr = prev + prevPrev;
 prevPrev = prev;
 prev = curr;
 }

 curr = prev + prevPrev;
 return curr;
}
```

Assumption:  
 $n \geq 0$

18

## נתונים במקום חישוב

- בתרגום רקורסיה ללולאה אנו משתמשים במשתני עזר לשמירת המצב `prev`, `curr` ו-`prevPrev`
- הלולאה "זוכרת" את הנקודה שבה אנו נמצאים בתהליך החישוב
- דיון: יעילות לעומת פשטות.
- עיקרון ה-KISS (keep it simple stupid)
- תרגיל: כתבו את השירות `computeElement` בעזרת `prev` ו-`prevPrev` בלבד (ללא `curr`)

19

## For Loop

- Printing the first n elements:

```
public class Fibonacci {
 public static int computeElement(int n) {
 ...
 }

 public static void main(String[] args) {
 for(int i = 0; i < 10; i++)
 System.out.println(computeElement(i));
 }
}
```

It is better to use args[0]

20

## מודולריות, שכפול קוד ויעילות

- יש כאן חוסר יעילות מסוים:
- לולאת ה-`for` חוזרת גם ב-`main` וגם ב-`computeElement`. לכאורה, במעבר אחד ניתן גם לחשב את האברים וגם להדפיס אותם
- כמו כן כדי לחשב איבר בסדרה איננו משתמשים בתוצאות שכבר חישבנו (של אברים קודמים) ומתחילים כל חישוב מתחילתו

21

## מודולריות, שכפול קוד ויעילות

- מתודה (פונקציה) צריכה לעשות דבר אחד בדיוק!
- ערוב של חישוב והדפסה פוגע במודולריות (מדוע?)
- היזהרו משכפול קוד!
- קטע קוד דומה המופיע בשתי פונקציות שונות יגרום במוקדם או במאוחר לבאג בתוכנית (מדוע?)
- את בעיית היעילות (הוספת מנגנון memoization) אפשר לפתור בעזרת מערכים (תרגיל)

22

## for vs. while

- The following two statements are almost equivalent:

```
for(int i = 0 ; i < n ; i++)
 System.out.println(computeElement(i));

int i=0;
while (i < n) {
 System.out.println(computeElement(i));
 i++;
}
```

Variable i is not defined outside the for block

23

## while vs. do while

- The following two statements are equivalent if and only if  $n > 0$ :

```
int i=0;
while (i < n) {
 System.out.println(computeElement(i));
 i++;
}

int i=0;
do {
 System.out.println(computeElement(i));
 i++;
} while (i < n);
```

works since  $n \geq 1$

24

