



# Accessing Array Contents

**ELEC1006: ENGINEERING COMPUTING**

# Accessing Array Contents

- Can access element with a constant or literal subscript:

```
cout << tests[3] << endl;
```

- Can use integer expression as subscript:

```
int i = 5;  
cout << tests[i] << endl;
```

# Using a Loop to Step Through an Array

- Example – The following code defines an array, `numbers`, and assigns 99 to each element:

```
const int ARRAY_SIZE = 5;
int numbers[ARRAY_SIZE];

for (int count = 0; count < ARRAY_SIZE; count++)
    numbers[count] = 99;
```

# A Closer Look at the Loop

The variable `count` starts at 0, which is the first valid subscript value.

The loop ends when the variable `count` reaches 5, which is the first invalid subscript value.

```
for (count = 0; count < ARRAY_SIZE; count++)  
    numbers[count] = 99;
```

The variable `count` is incremented after each iteration.

# Default Initialisation

- Global array → all elements initialized to 0 by default
- Local array → all elements *uninitialized* by default

# No Bounds Checking in C++

- When you use a value as an array subscript, C++ does not check it to make sure it is a *valid* subscript.
- In other words, you can use subscripts that are beyond the bounds of the array.

# Example 2

- The following code defines a three-element array, and then writes five values to it!

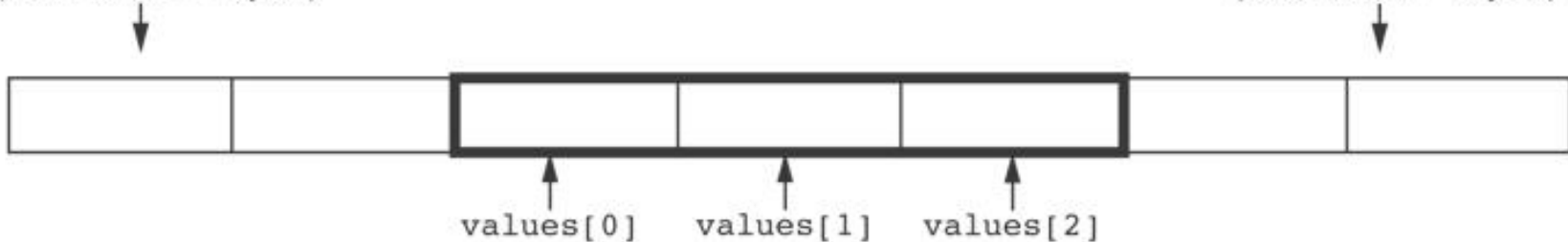
```
9     const int SIZE = 3;    // Constant for the array size
10    int values[SIZE];      // An array of 3 integers
11    int count;             // Loop counter variable
12
13    // Attempt to store five numbers in the three-element array.
14    cout << "I will store 5 numbers in a 3 element array!\n";
15    for (count = 0; count < 5; count++)
16        values[count] = 100;
```

# Example 2 (continued)

The way the values array is set up in memory.  
The outlined area represents the array.

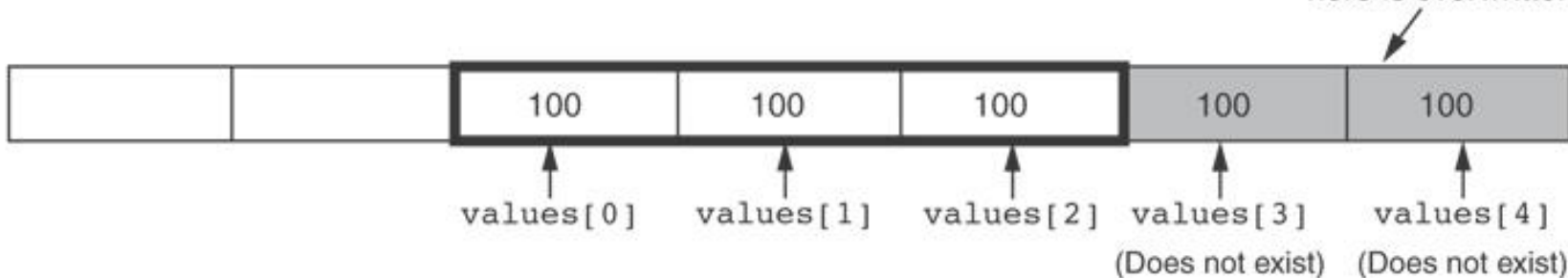
Memory outside the array  
(Each block = 4 bytes)

Memory outside the array  
(Each block = 4 bytes)



How the numbers assigned to the array overflow the array's boundaries.  
The shaded area is the section of memory illegally written to.

Anything previously stored  
here is overwritten.



# No Bounds Checking in C++

- **Be careful not to use invalid subscripts.**
- **Doing so can corrupt other memory locations, crash program, or lock up computer, and cause elusive bugs.**

# Off-by-One Errors

- **An off-by-one error happens when you use array subscripts that are off by one.**
- This can happen when you start subscripts at 1 rather than 0:

```
// This code has an off-by-one error.  
const int SIZE = 100;  
int numbers[SIZE];  
for (int count = 1; count <= SIZE; count++)  
    numbers[count] = 0;
```

# More info

- [1] cplusplus.com: Arrays  
<https://www.cplusplus.com/doc/tutorial/arrays/>
- [2] learncpp.com: 6.3 – Arrays and loops  
<https://www.learncpp.com/cpp-tutorial/63-arrays-and-loops/>