



Middlebury

CSCI 201: Data Structures

Fall 2025

Lecture 2T: Arrays

Announcements

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Office hours update

- Tuesday 3-4PM
- Wednesday 3-4PM
- Thursday 4-5PM

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- Tuesday 3-4PM
- Wednesday 3-4PM
- Thursday 4-5PM

Course assistant drop-in hours ([go/cshelp](#))

- Sunday 6-8PM
- Monday 6-10PM
- Wednesday 6-10PM
- *All sessions in 75 Shannon room 202*

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Upcoming deadlines

- Lab 1 due **today** at 5PM
- Homework 1 due Thursday at 5PM
- *Remember to complete the homework reflection survey!*

Goals for today:



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- Discuss guidelines for style in **Java**.



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- Do a mini-introduction to objects and use the **new** keyword.



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- Create and use multi-dimensional arrays.



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- Discuss guidelines for style in **Java**.
- Do a mini-introduction to objects and use the **new** keyword.
- Create and use fixed-size arrays to store many values of the same type.
- Modify objects by using a **reference** to the underlying object.
- Create and use multi-dimensional arrays.
- Use the debugger to inspect the value stored in variables.



Let's set up a few style guidelines.

```
1 int x = 5, y = 20;  
2 String my_name = "Mike Wazowski"; int age = 20;  
3 for(int i = 0; i<values.length;i++){  
4     if(condition) {  
5  
6     }  
7     else  
8     {  
9  
10    }  
11 }
```

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- Opening `{` ends first line of block (`if`, `for`, class, method).

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Let's set up a few style guidelines.

- Opening `{` ends first line of block (`if`, `for`, class, method).
- Indent every line inside block.

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1 int x = 5, y = 20;
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- One line, one statement.

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3 String myName = "Mike Wazowski";
4 int age = 20;
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```

Make your code concise without sacrificing readability.

```
1 public class CircularSentenceChecker {
2     public static boolean isCircularSentence(String sentence) {
3         sentence = sentence.toLowerCase();
4         int n = sentence.length();
5         for (int i = 0; i < n; i++) {
6             if (sentence.charAt(i) == ' ') {
7                 if (sentence.charAt(i - 1) != sentence.charAt(i + 1)) {
8                     return false;
9                 }
10            }
11        }
12        if (sentence.charAt(n - 1) == sentence.charAt(0)) {
13            return true;
14        } else {
15            return false;
16        }
17    }
18 }
```

Think about where your **returns** are.

```
1 public class CircularSentenceChecker {
2     public static boolean isCircularSentence(String sentence) {
3         sentence = sentence.toLowerCase();
4         int n = sentence.length();
5         boolean isCircular = true;
6         for (int i = 0; i < n; i++) {
7             if (sentence.charAt(i) == ' ') {
8                 if (sentence.charAt(i - 1) != sentence.charAt(i + 1)) {
9                     isCircular = false;
10                }
11            }
12        }
13        if (sentence.charAt(n - 1) != sentence.charAt(0)) {
14            isCircular = false;
15        }
16        return isCircular;
17    }
18 }
```


Exercise: find the style problems.

```
1 public class CircularSentenceChecker {
2     public static boolean isCircularSentence(String sentence) {
3         String low_sent = sentence.toLowerCase();
4         if (low_sent.charAt(0) != low_sent.charAt(low_sent.length() - 1)) {
5             return false ;
6         }
7
8         for(int i = 0; i < low_sent.length() - 2; i++) {
9             if (low_sent.charAt(i + 1) == ' ' && low_sent.charAt(i) != low_sent.charAt(i + 2)){
10                 return false;
11             }
12         }
13
14         return true;
15     }
16 }
```

Remember the **String** example from last class?
Here's a variation.

```
1 public class StringEquals {
2     public static void main(String[] args) {
3
4         String s = "Middlebury";
5         String a = s.substring(0, 4); // "Midd"
6         String b = "Midd";
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8         boolean sameByEqualityOperator = (a == b);
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11         System.out.println("sameByEqualityOperator: " + sameByEqualityOperator);
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Why did this happen? What is **==** actually comparing?

A **String** is a class. An instance of a **String** is an **Object**.

We have been creating **Strings** like this (special syntax for **Strings**):

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Because strings are *objects*.

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- Objects are created using the **new** keyword.
- When objects are created, the resulting variable is a *reference*.

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- When objects are created, the resulting variable is a *reference*.
- A reference is really an address to a place in memory where the object is stored.
- We can pass around this address to make changes to the underlying object.
- The **==** operator will check if the addresses are the same.

Back to our **String** example.

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2     public static void main(String[] args) {
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Unlike lists in **Python**,
where the size can change.

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1 values = []  
2 for i in range(10):  
3     values.append(i)
```

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Unlike lists in **Python**,
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2 for i in range(10):  
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```

We'll see dynamically-sized arrays in **Java** next week.

Fixed-sized arrays can be used to store multiple values of the same type.

```
1 public class ArrayExamples {  
2     public static void main(String[] args) {  
3  
4         int[] values1 = new int[6]; // creates an array of integers with 6 values  
5         values1[0] = 311;  
6         values1[1] = 312;  
7         values1[2] = 315;  
8         values1[3] = 318;  
9         values1[4] = 333;  
10        values1[5] = 467;  
11  
12        int[] values2 = {311, 312, 315, 318, 333, 467};  
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Retrieve the length using **.length**.

We're not calling a method! So no **()**. We're accessing a property.

Enhanced **for**-loops (or *for-each* loops)

```
1 int[] intValues = {311, 312, 315, 318, 333, 467};
2 for (int value : intValues) {
3     System.out.println("value = " + value);
4 }
5
6 String[] stringValues = {"apple", "banana", "pear", "orange"};
7 for (String value : stringValues) {
8     System.out.println("value = " + value);
9 }
```

This can be done with objects that are *iterable* (like arrays).

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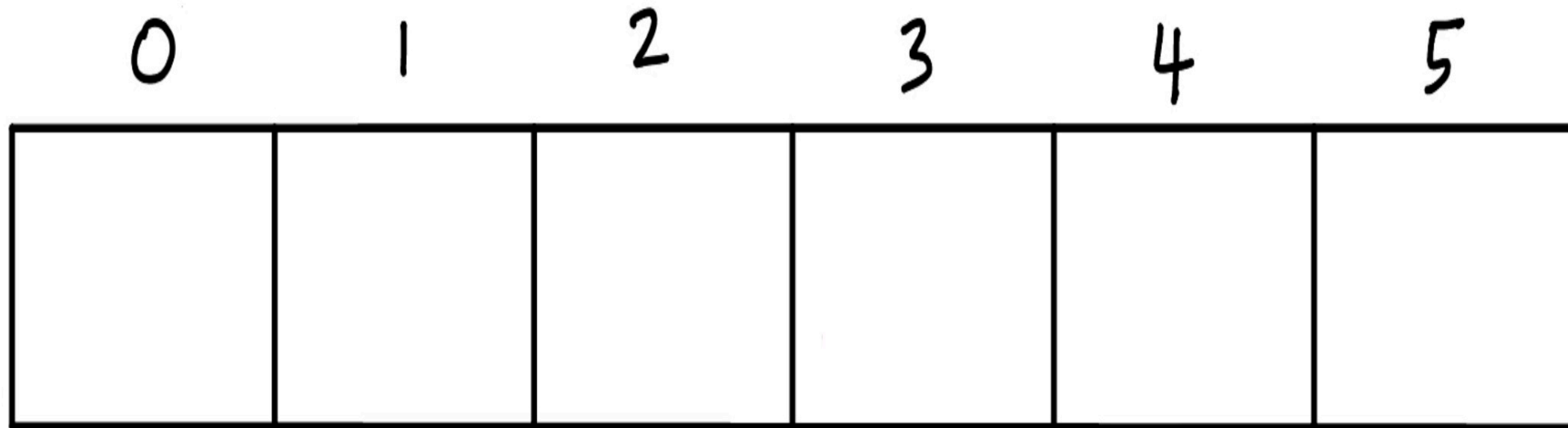
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The variables we declare for arrays are also references.

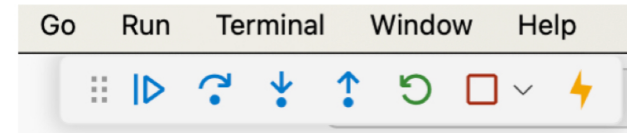
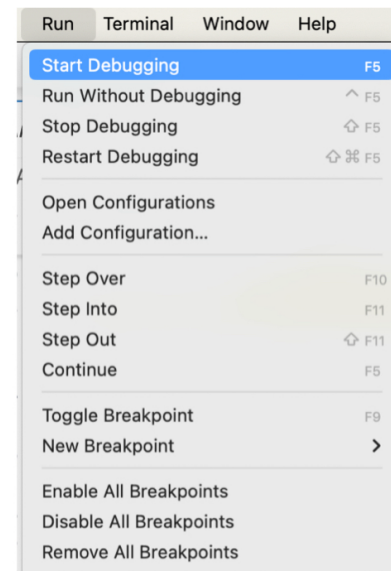
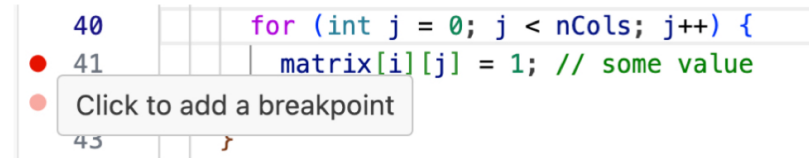
```
1 int[] values0 = {311, 312, 315, 318, 333, 467};  
2  
3 int[] values1 = values0; // values1 has the same reference as values0  
4  
5 values1[3] = 321; // change item in values1  
6  
7 System.out.println(values0[3]);
```



Multi-dimensional arrays: can be rectangular or jagged.

```
1 // rectangular: all rows have the same size
2 int nRows = 10;
3 int nCols = 20;
4 int[][] matrix = new int[nRows][nCols];
5 for (int i = 0; i < nRows; i++) {
6     for (int j = 0; j < nCols; j++) {
7         matrix[i][j] = 1; // some value
8     }
9 }
10
11 // jagged: each row has a different size
12 char[][] triangle = new char[nRows][]; // nRows arrays, initially null
13 for (int i = 0; i < triangle.length; i++) {
14     triangle[i] = new char[i + 1];
15     for (int j = 0; j < triangle[i].length; j++) {
16         triangle[i][j] = '*';
17     }
18 }
```

Using the VS Code debugger



Using arrays in practice

Which of the following are good use cases for fixed-size arrays?

1. Storing the state of checkers game
2. Storing information about a person like their name, birth year, and address
3. Storing a playlist of songs

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Can you write a function that takes in a fixed-size array of numbers and returns a new fixed-size array with only the positive numbers in it?

Group exercises

See [Practice 3 problems](#)