

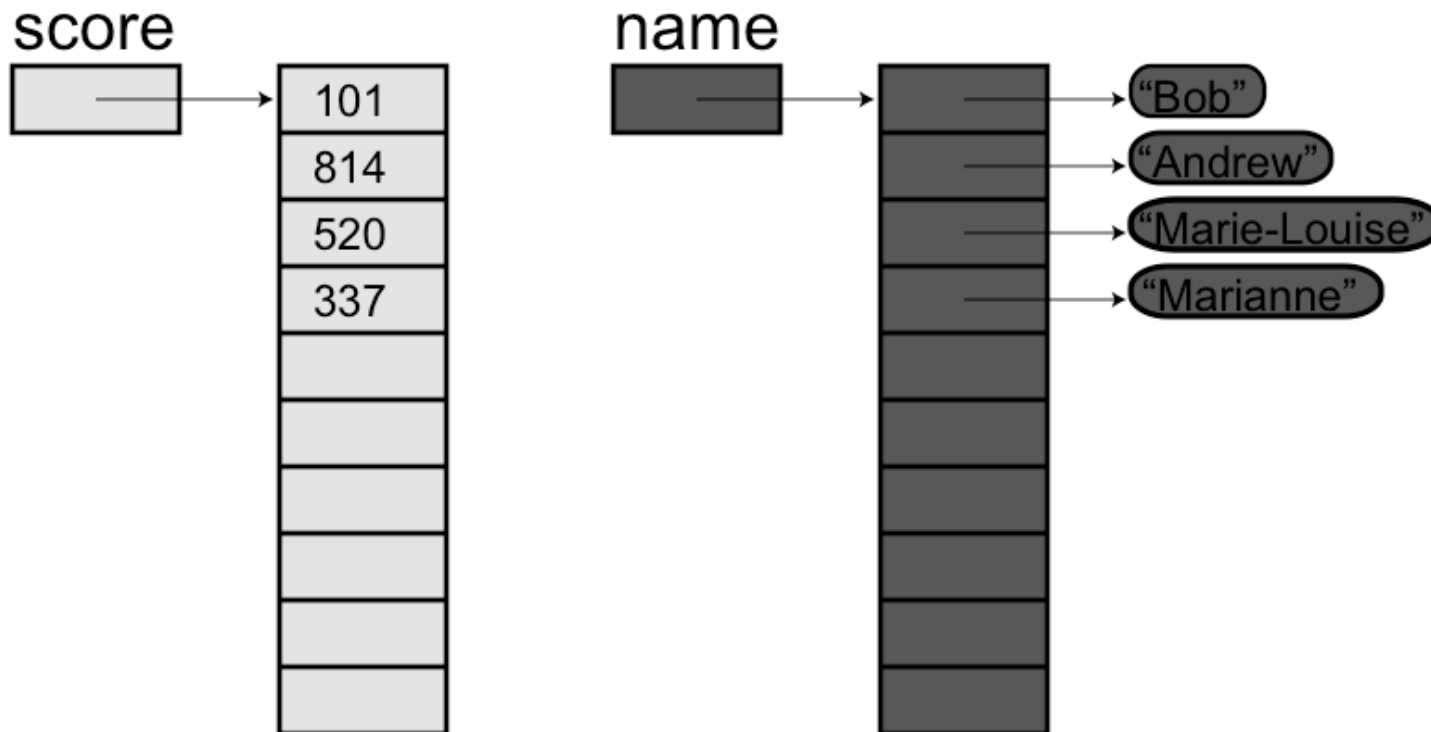
# **Two Dimensional Arrays and Complex Conditions**

Engineering 1D04, Teaching  
Session 6

# Recap Arrays

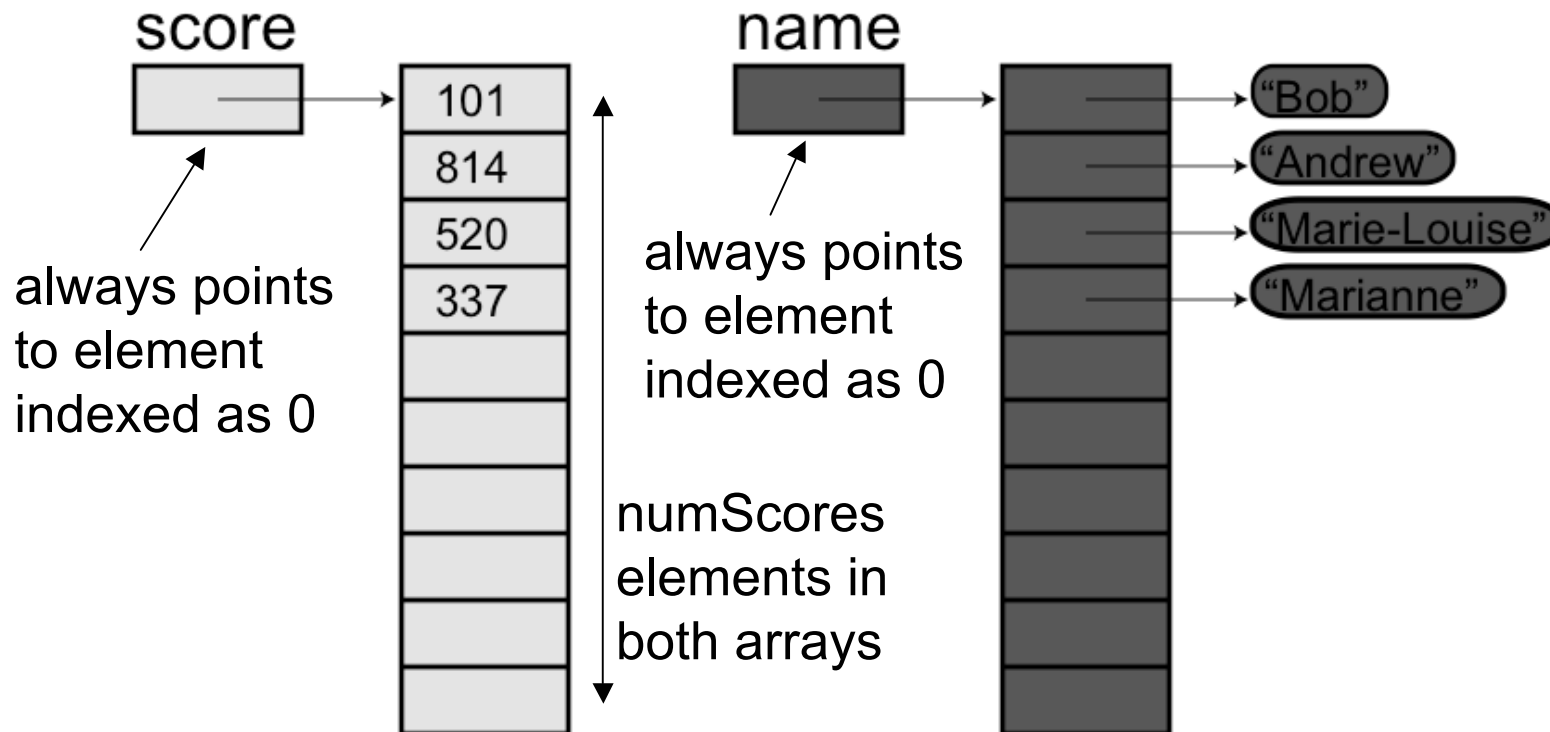
# recap: Arrays

```
const int numScores = 10;  
  
int [] score = new int[numScores];  
string [] name = new string[numScores];
```



# recap: Arrays

```
const int numScores = 10;  
  
int [] score = new int[numScores];  
string [] name = new string[numScores];
```



# recap: Arrays

- How do we work with elements in the array?

```
int i, total;

total = 0;
for (i = 0; i < numScores; i++)
{
    //do what we want to with element i
    total += score[i]; //for example
}
```

# recap: Arrays

- Alternative

```
int i, total;

total = 0;
i = 0;
while (i < numScores)
{
    //do what we want to with element i
    total += score[i]; //for example
    i++;
}
```

# A new kind of loop

- Another (very safe) construct for loops.

```
int total;  
  
total = 0;  
foreach (int scoreValue in score)  
{  
    //do what we want to with element  
    total += scoreValue; //for example  
}
```

# A new kind of loop

- Another (very safe) construct for loops.

```
int total;
```

```
total = 0;
```

```
foreach (int scoreValue in score)  
{
```

```
    //do what we want to with element
```

```
    total += scoreValue; //for example
```

```
}
```

type must match type of each element in  
the array - the variable is local to the loop  
and can have any name

element cannot  
appear on the  
left of the =

it is the element in the array - not the index of  
the element



# Two Dimensional Arrays

# Two-Dimensional Arrays

- A very common data structure is a 2-D array. A mathematical matrix is a good example.

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| $a_{1,1}$ | $a_{1,2}$ | $a_{1,3}$ | $a_{1,4}$ |
| $a_{2,1}$ | $a_{2,2}$ | $a_{2,3}$ | $a_{2,4}$ |
| $a_{3,1}$ | $a_{3,2}$ | $a_{3,3}$ | $a_{3,4}$ |

traditionally  $a_{i,j}$  where  
i gives the row and j  
gives the column

# Two-Dimensional Arrays

- Let us assume that we have an array of this form, where each element is an integer.
- What algorithm could we construct to total each row and each column?

$$\begin{array}{cccc} a_{1,1} & a_{1,2} & a_{1,3} & a_{1,4} \\ a_{2,1} & a_{2,2} & a_{2,3} & a_{2,4} \\ a_{3,1} & a_{3,2} & a_{3,3} & a_{3,4} \end{array}$$

# Two-Dimensional Arrays

- Let us assume that we have an array of this form, where each element is an integer.
- What algorithm could we construct to total each row and each column?

|           |           |           |           |       |
|-----------|-----------|-----------|-----------|-------|
| $a_{1,1}$ | $a_{1,2}$ | $a_{1,3}$ | $a_{1,4}$ | $r_1$ |
| $a_{2,1}$ | $a_{2,2}$ | $a_{2,3}$ | $a_{2,4}$ | $r_2$ |
| $a_{3,1}$ | $a_{3,2}$ | $a_{3,3}$ | $a_{3,4}$ | $r_3$ |
| $c_1$     | $c_2$     | $c_3$     | $c_4$     |       |

The first thing to realize is we are trying to calculate elements of two new 1-D arrays,  $r$  and  $c$ . Each element of  $r$  and each element of  $c$  is an integer.

# Two-Dimensional Arrays

- Let us assume that we have an array of this form, where each element is an integer.
- What algorithm could we construct to total each row and each column?

$a_{1,1}$     $a_{1,2}$     $a_{1,3}$     $a_{1,4}$

$a_{2,1}$     $a_{2,2}$     $a_{2,3}$     $a_{2,4}$

$a_{3,1}$     $a_{3,2}$     $a_{3,3}$     $a_{3,4}$

$c_1$     $c_2$     $c_3$     $c_4$

$$r_1 = a_{1,1} + a_{1,2} + a_{1,3} + a_{1,4}$$

$$r_2 = a_{2,1} + a_{2,2} + a_{2,3} + a_{2,4}$$

$$r_3 = a_{3,1} + a_{3,2} + a_{3,3} + a_{3,4}$$

# Two-Dimensional Arrays

- Let us assume that we have an array of this form, where each element is an integer.
- What algorithm could we construct to total each row and each column?

$a_{1,1}$     $a_{1,2}$     $a_{1,3}$     $a_{1,4}$

$a_{2,1}$     $a_{2,2}$     $a_{2,3}$     $a_{2,4}$

$a_{3,1}$     $a_{3,2}$     $a_{3,3}$     $a_{3,4}$

$c_1$     $c_2$     $c_3$     $c_4$

for  $i = 1, \dots, 3$

$$r_i = a_{i,1} + a_{i,2} + a_{i,3} + a_{i,4}$$

# Two-Dimensional Arrays

- Let us assume that we have an array of this form, where each element is an integer.
- What algorithm could we construct to total each row and each column?

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| $a_{1,1}$ | $a_{1,2}$ | $a_{1,3}$ | $a_{1,4}$ |
| $a_{2,1}$ | $a_{2,2}$ | $a_{2,3}$ | $a_{2,4}$ |
| $a_{3,1}$ | $a_{3,2}$ | $a_{3,3}$ | $a_{3,4}$ |
| $c_1$     | $c_2$     | $c_3$     | $c_4$     |

```
for i = 1,...,3
  ↑
   $r_i = 0$ 
  for j = 1,2,...,4
    ↑
     $r_i = r_i + a_{i,j}$ 
```

# Two-Dimensional Arrays

- Let us assume that we have an array of this form, where each element is an integer.
- What algorithm could we construct to total each row and each column?

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| $a_{1,1}$ | $a_{1,2}$ | $a_{1,3}$ | $a_{1,4}$ |
| $a_{2,1}$ | $a_{2,2}$ | $a_{2,3}$ | $a_{2,4}$ |
| $a_{3,1}$ | $a_{3,2}$ | $a_{3,3}$ | $a_{3,4}$ |
| $c_1$     | $c_2$     | $c_3$     | $c_4$     |

```
for i = 1,...,3
  ↑
   $r_i = 0$ 
  for j = 1,2,...,4
    ↑
     $r_i = r_i + a_{i,j}$ 
```

← So, what about c?



# Two-Dimensional Arrays

- Total each row and each column?

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| $a_{1,1}$ | $a_{1,2}$ | $a_{1,3}$ | $a_{1,4}$ |
| $a_{2,1}$ | $a_{2,2}$ | $a_{2,3}$ | $a_{2,4}$ |
| $a_{3,1}$ | $a_{3,2}$ | $a_{3,3}$ | $a_{3,4}$ |

```
for i = 1,...,3
  ↑
   $r_i = 0$ 
  for j = 1,2,...,4
    ↑
     $r_i = r_i + a_{i,j}$ 
```

```
for j = 1,2,...,4
  ↑
   $c_j = 0$ 
  for i = 1,...,3
    ↑
     $c_j = c_j + a_{i,j}$ 
```

# Two-Dimensional Arrays

- Total each row and each column?

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| $a_{1,1}$ | $a_{1,2}$ | $a_{1,3}$ | $a_{1,4}$ |
| $a_{2,1}$ | $a_{2,2}$ | $a_{2,3}$ | $a_{2,4}$ |
| $a_{3,1}$ | $a_{3,2}$ | $a_{3,3}$ | $a_{3,4}$ |

for  $i = 1, \dots, 3$

$r_i = 0$

for  $j = 1, 2, \dots, 4$

$r_i = r_i + a_{i,j}$

for  $j = 1, 2, \dots, 4$

$c_j = 0$

for  $i = 1, \dots, 3$

$c_j = c_j + a_{i,j}$

These are called  
nested loops

# Two-Dimensional Arrays

- Before we see how we implement 2-D arrays in C# - a simple question.
- Are these two algorithms equal?

```
for j = 1,2,...,4
  ↑
  cj = 0
  for i = 1,...,3
    ↑
    cj = cj + ai,j
```

```
for k = 1,2,...,4
  ↑
  ck = 0
  for r = 1,...,3
    ↑
    ck = ck + ar,k
```

# Two-Dimensional Arrays

- Before we see how we implement 2-D arrays in C# - a simple question.
- Are these two algorithms equal?

Yes they are! The names of the indices are irrelevant - they are often called “dummy indices”. Step through the algorithms to see ...

```
for j = 1,2,..,4
  ↑
  cj = 0
  for i = 1,..,3
    ↑
    cj = cj + ai,j
```

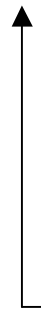
```
for k = 1,2,..,4
  ↑
  ck = 0
  for r = 1,..,3
    ↑
    ck = ck + ar,k
```

# Two-Dimensional Arrays

- We can also generalize the algorithms for  $n$  rows and  $m$  columns, for example

Sum columns

for  $j = 1, 2, \dots, m$



$c_j = 0$

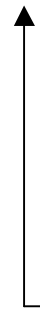
for  $i = 1, 2, \dots, n$



$c_j = c_j + a_{i,j}$

Sum rows

for  $i = 1, 2, \dots, n$



$r_i = 0$

for  $j = 1, 2, \dots, m$



$r_i = r_i + a_{i,j}$

# Two-Dimensional Arrays

- The only new concept really is how to declare multi-dimension arrays.
- We declare our 2-D array by:

```
const int m = 4;  
const int n = 3;  
  
int [ , ] a = new int [n, m];
```

# Two-Dimensional Arrays

- Then we implement the algorithm:

```
for j = 1,2,...,m
  cj = 0
  for i = 1,2,...,n
    cj = cj + ai,j
```

Adding the rows  
is obviously  
very similar - try  
it yourself

```
const int m = 4;
const int n = 3;
int [ , ] a = new int [n, m];
int [] c = new int[m];
//assume values entered in a
for (j = 0; j < m; j++)
{
    c[j] = 0;
    for (i = 0; i < n; i++)
    {
        c[j] += a[i,j]
    }
}
```

# Complex Conditions



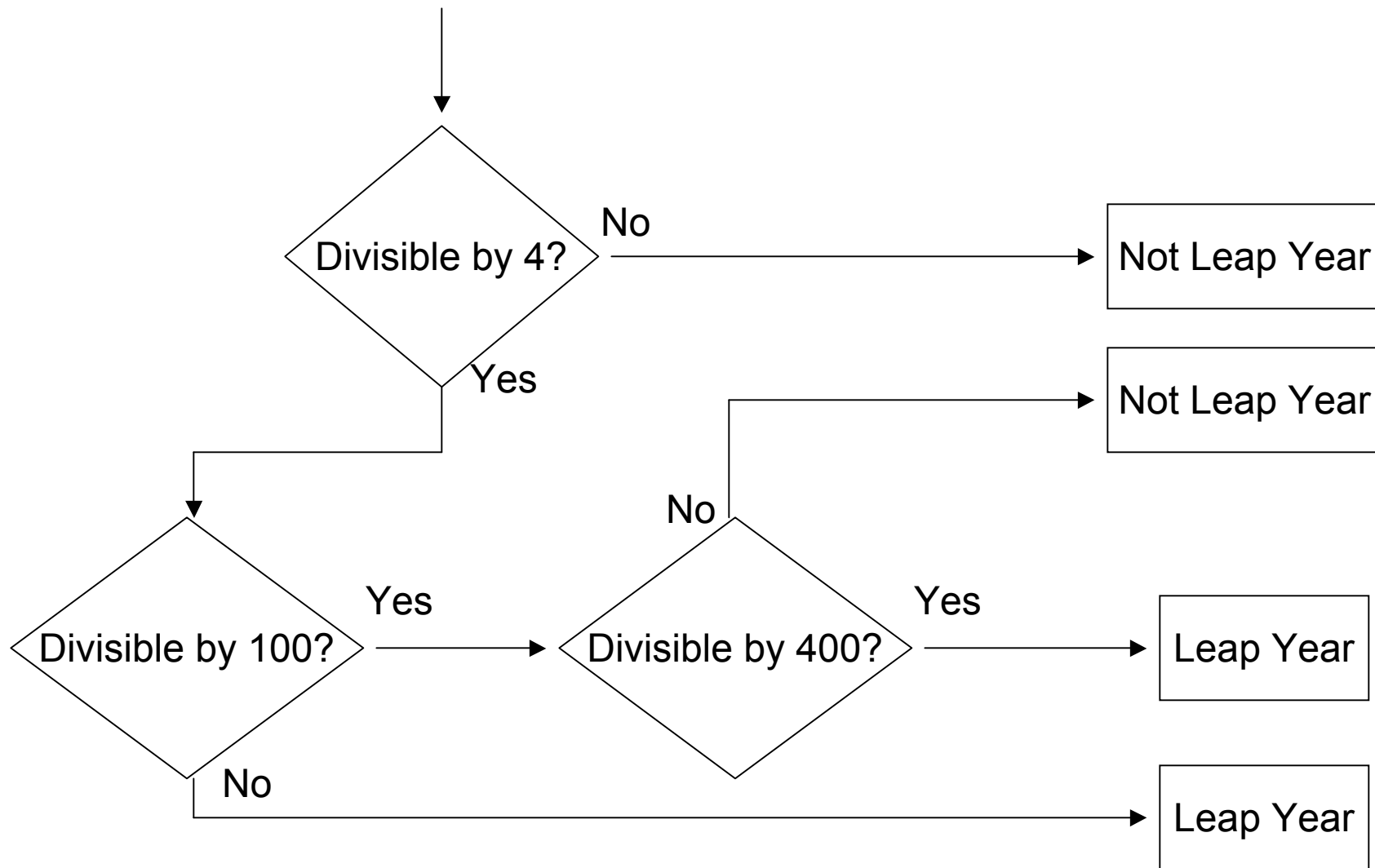
# recap: Conditions

- Write a program that determines if an integer year is a leap year.
- What conditions are there on being a leap year?

# recap: Conditions

- Write a program that determines if an integer year is a leap year.
- For a year to be a leap year:
  - It must be divisible by 4
  - It must not be divisible by 100
  - However, if it is divisible by 100 and 400 it is a leap year

# Complex Conditions



# Complex Conditions

```
private void button1_Click(object sender, EventArgs e)
{
    int year = Convert.ToInt32(inputBox.Text);
    if ((year % 4) == 0) { ← alternative convention (saves space)
        if ((year % 100) == 0) {
            if ((year % 400) == 0) {
                outputBox.Text = "Leap Year";
            } else {
                outputBox.Text = "Not Leap Year";
            }
        } else {
            outputBox.Text = "Leap Year";
        }
    } else {
        outputBox.Text = "Not Leap Year";
    }
}
```

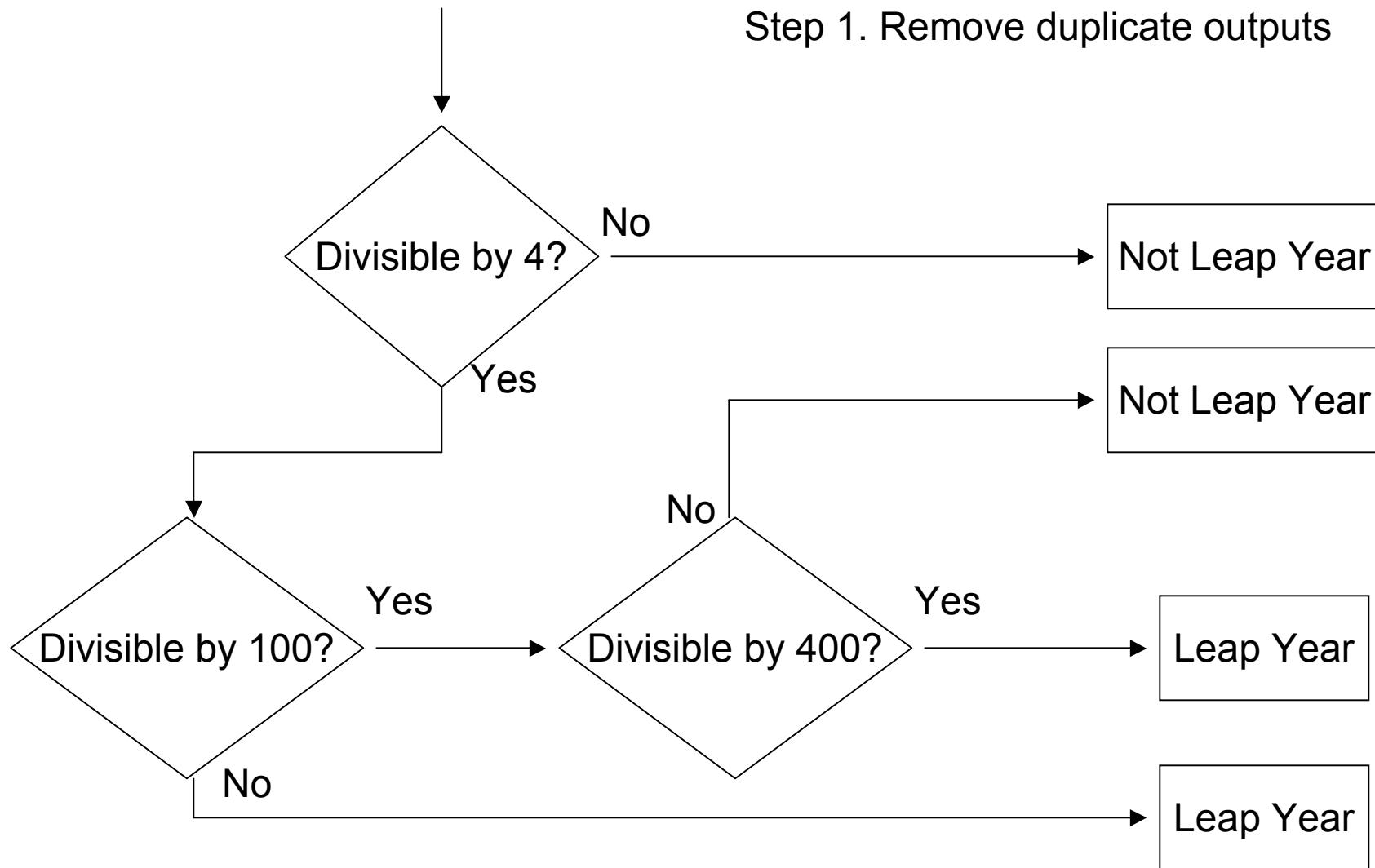
it's a bit of  
a mess ☹

# Complex Conditions

- One big problem is that there are multiple paths to get to the same result.
- Another is that we have unnecessarily nested if statements.
- *This is a good example of why we need to work on analysis and design before coding.*

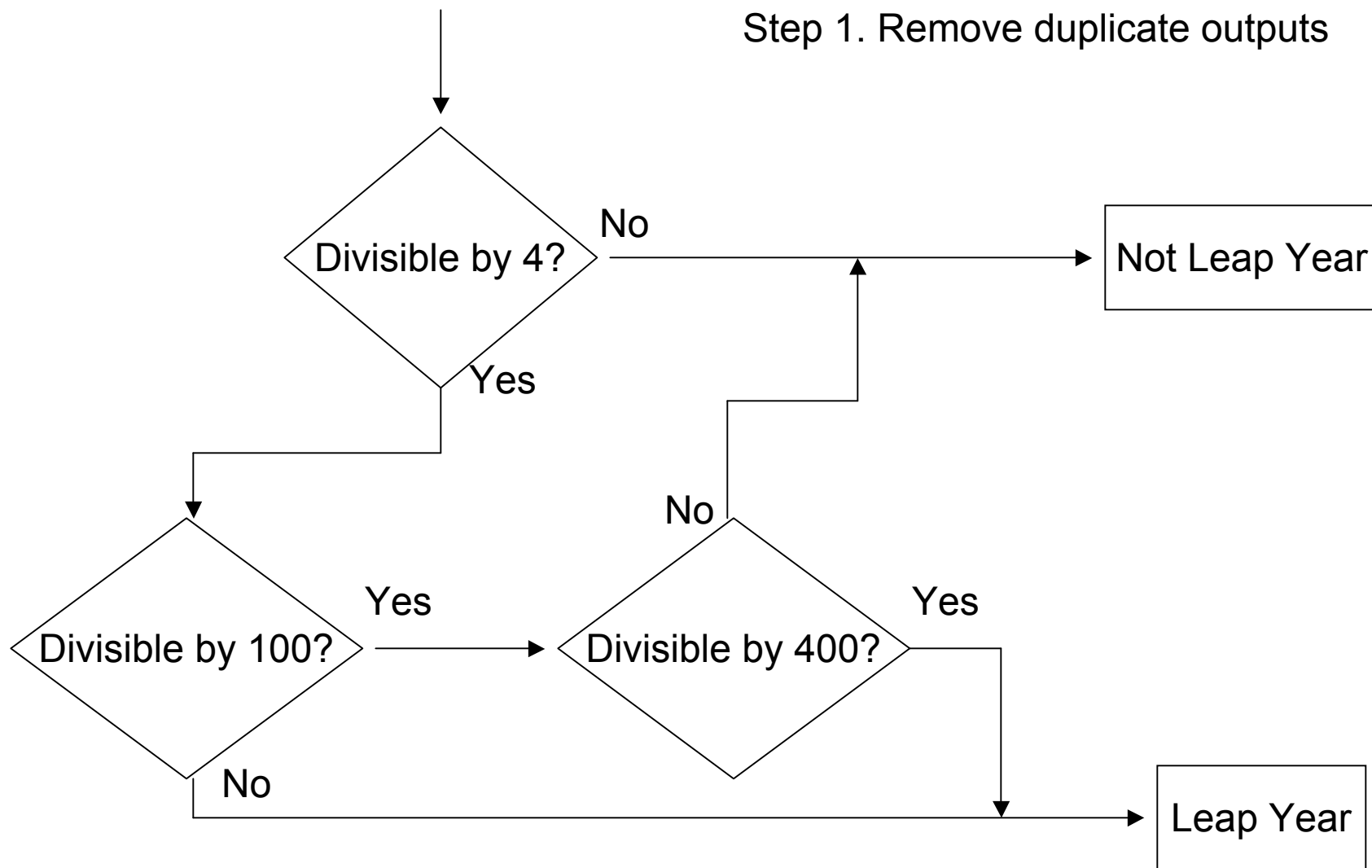
# Complex Conditions

Step 1. Remove duplicate outputs



# Complex Conditions

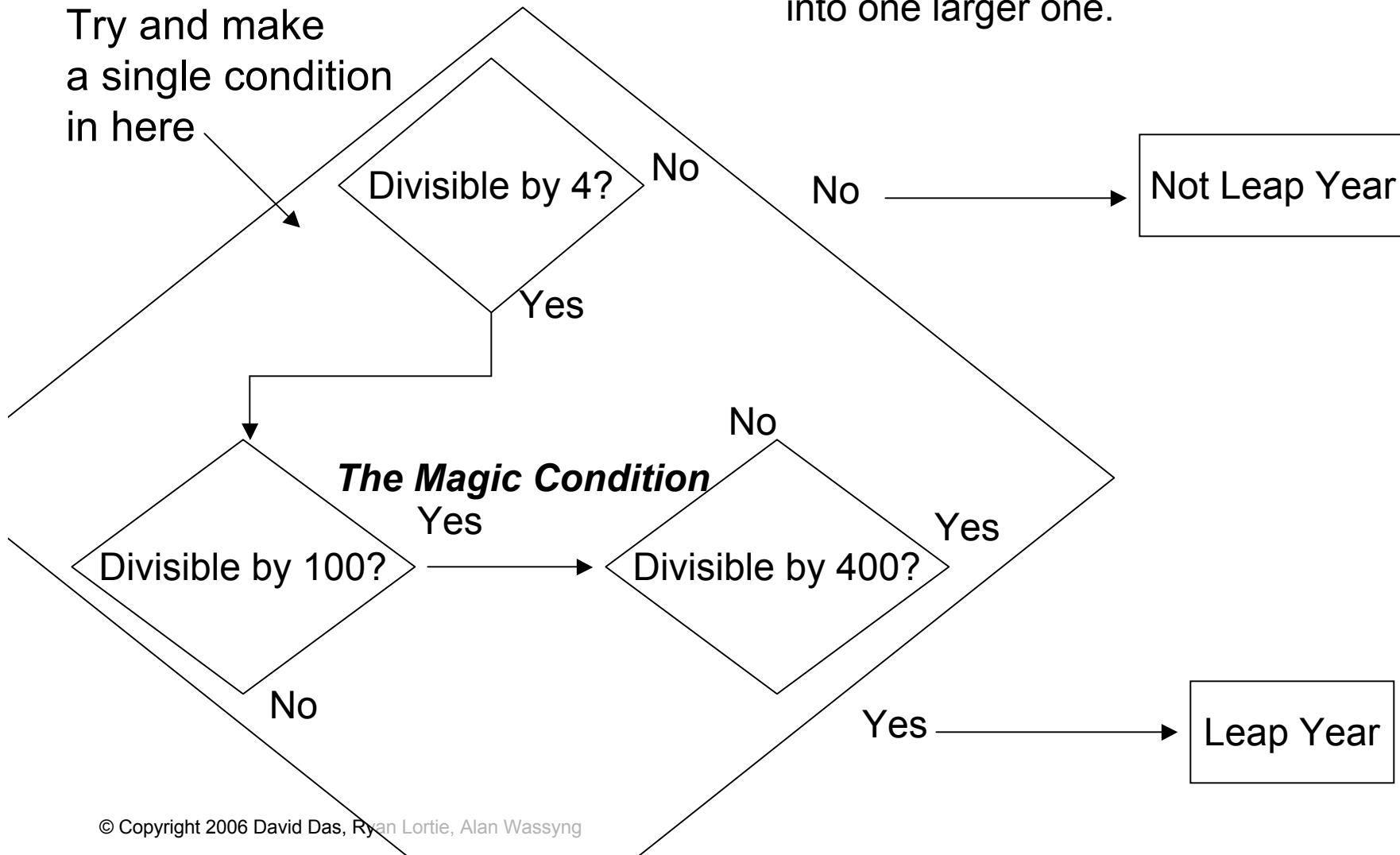
Step 1. Remove duplicate outputs



# Complex Conditions

Step 2. Combine multiple conditions into one larger one.

Try and make a single condition in here

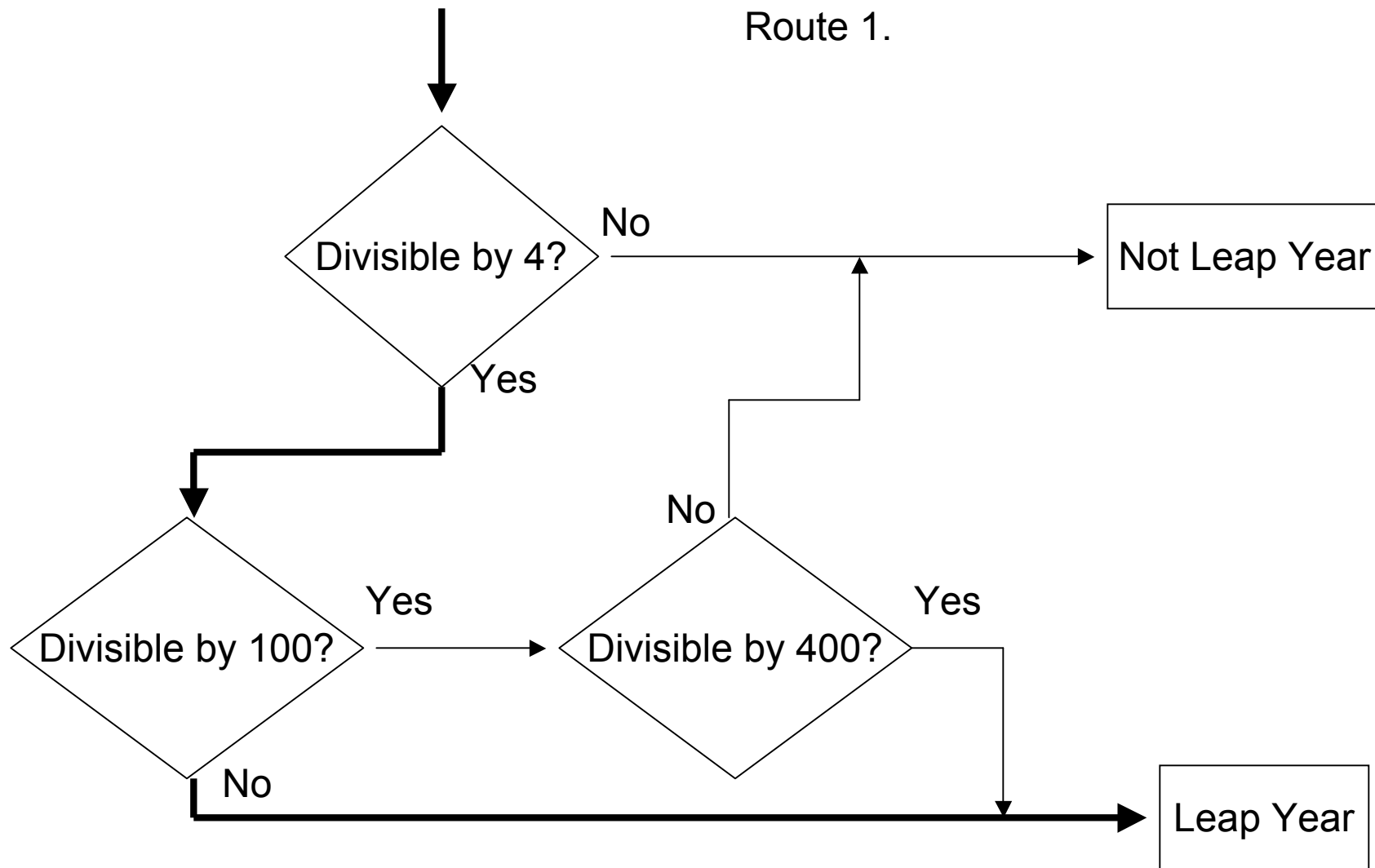




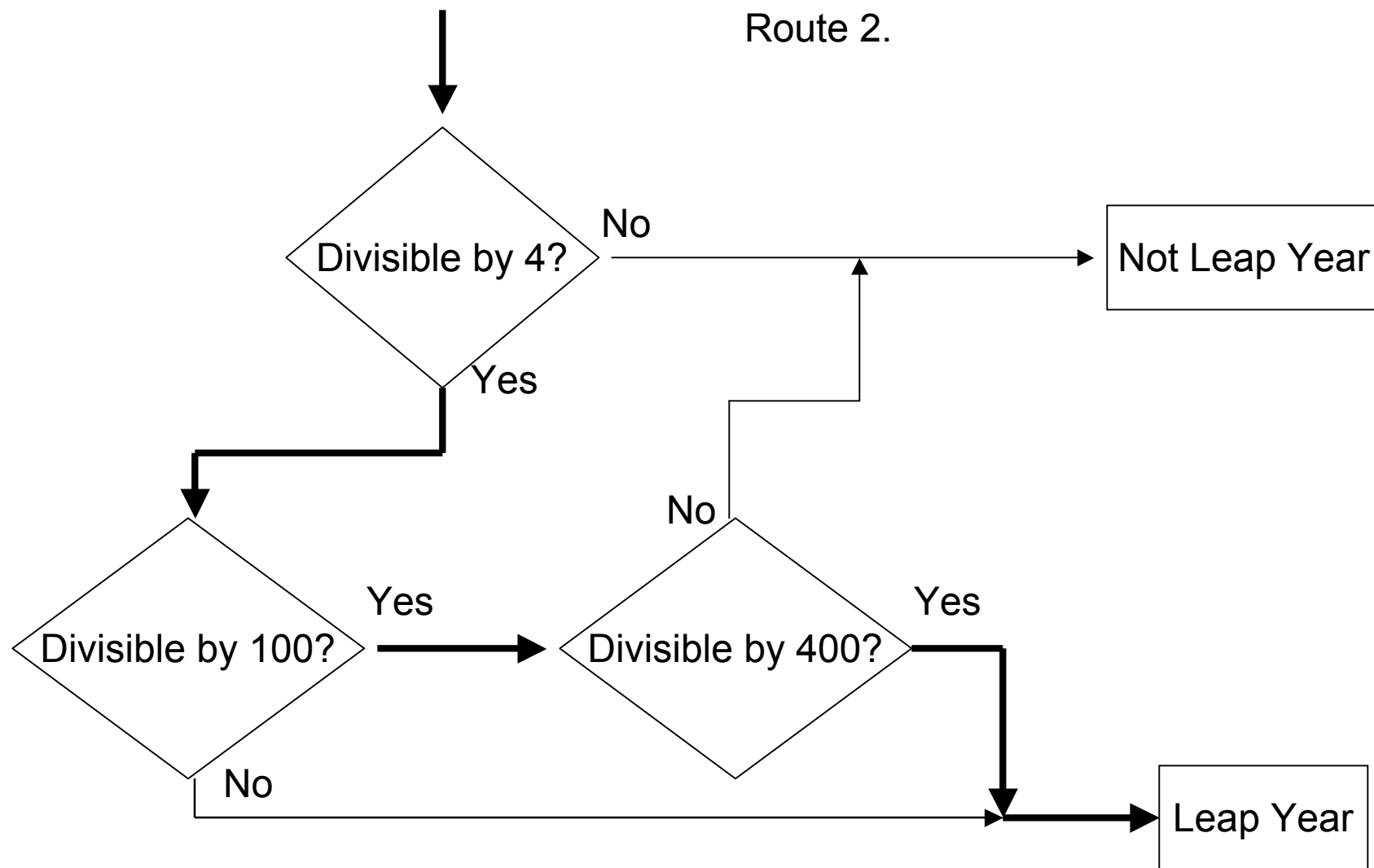
# Complex Conditions

- How do we determine what the Magic Condition is?
- Look for the routes that make the condition true.

# Complex Conditions



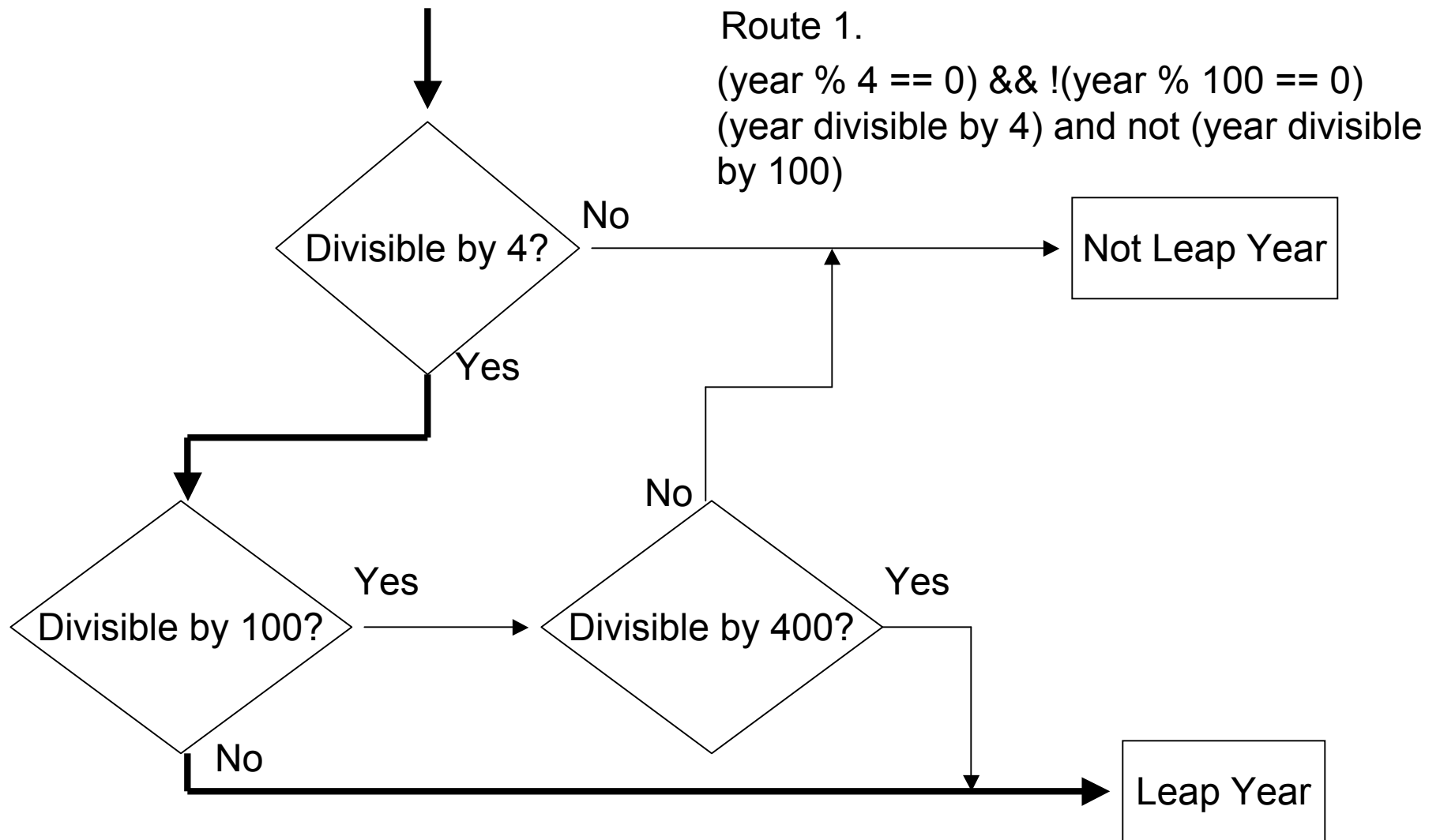
# More Complex Conditions



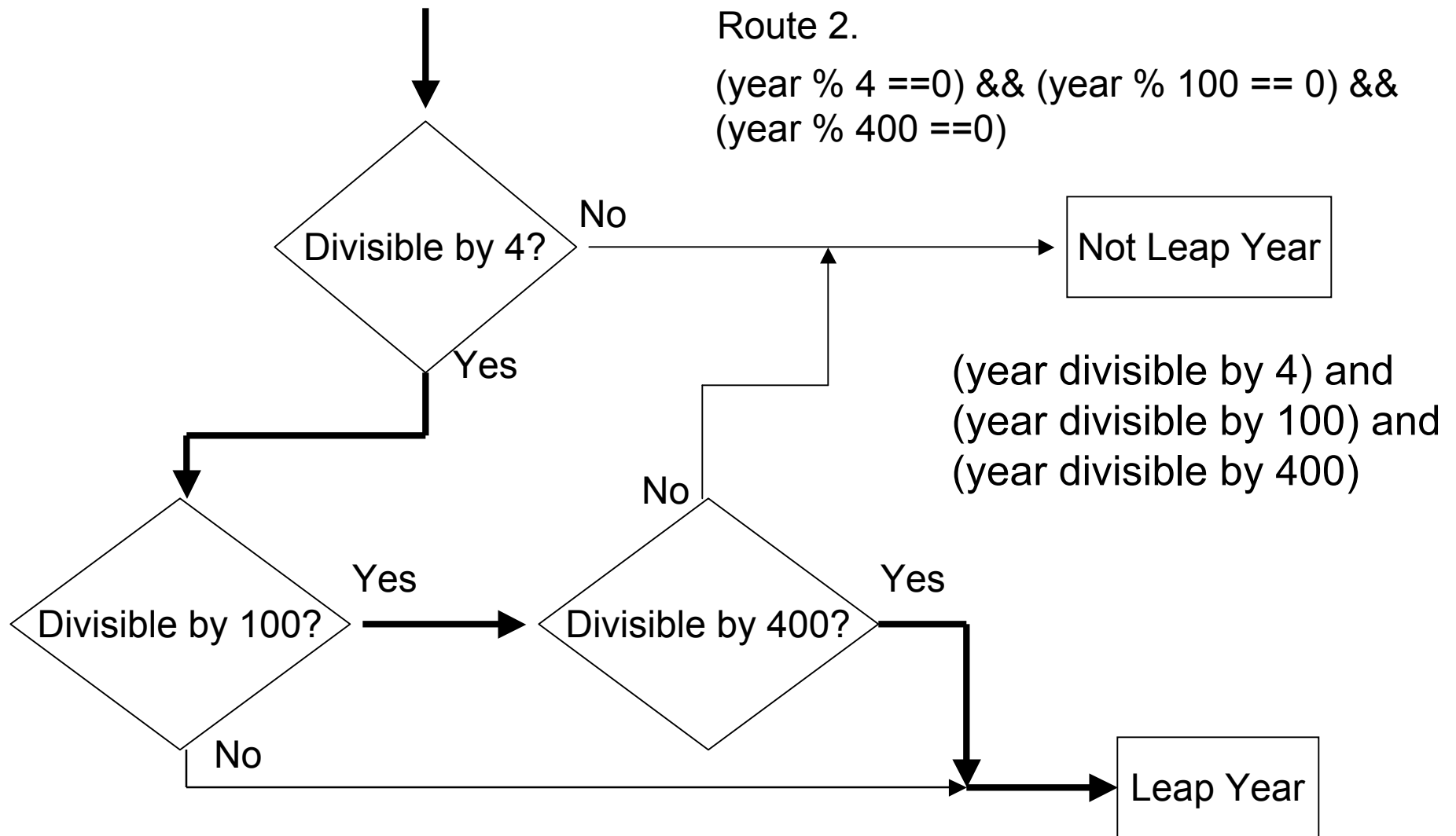
# More Complex Conditions

- We need to map our way through each individual route and determine what it takes for it to be true.
- Each individual condition needs to be grouped with && (and) because we need all the conditions in the route to be satisfied.
- If we take the *no* branch of a condition, we need to put a ! in front of it.

# Complex Conditions



# Complex Conditions



# Complex Conditions

- Since either route could result in a leap year we can say that to get a leap year we must have that route1 or route2 is true.

```
((year % 4 == 0) && (year % 100 != 0)) ||  
((year % 4 == 0) && (year % 100 == 0) &&  
(year % 400 == 0))
```

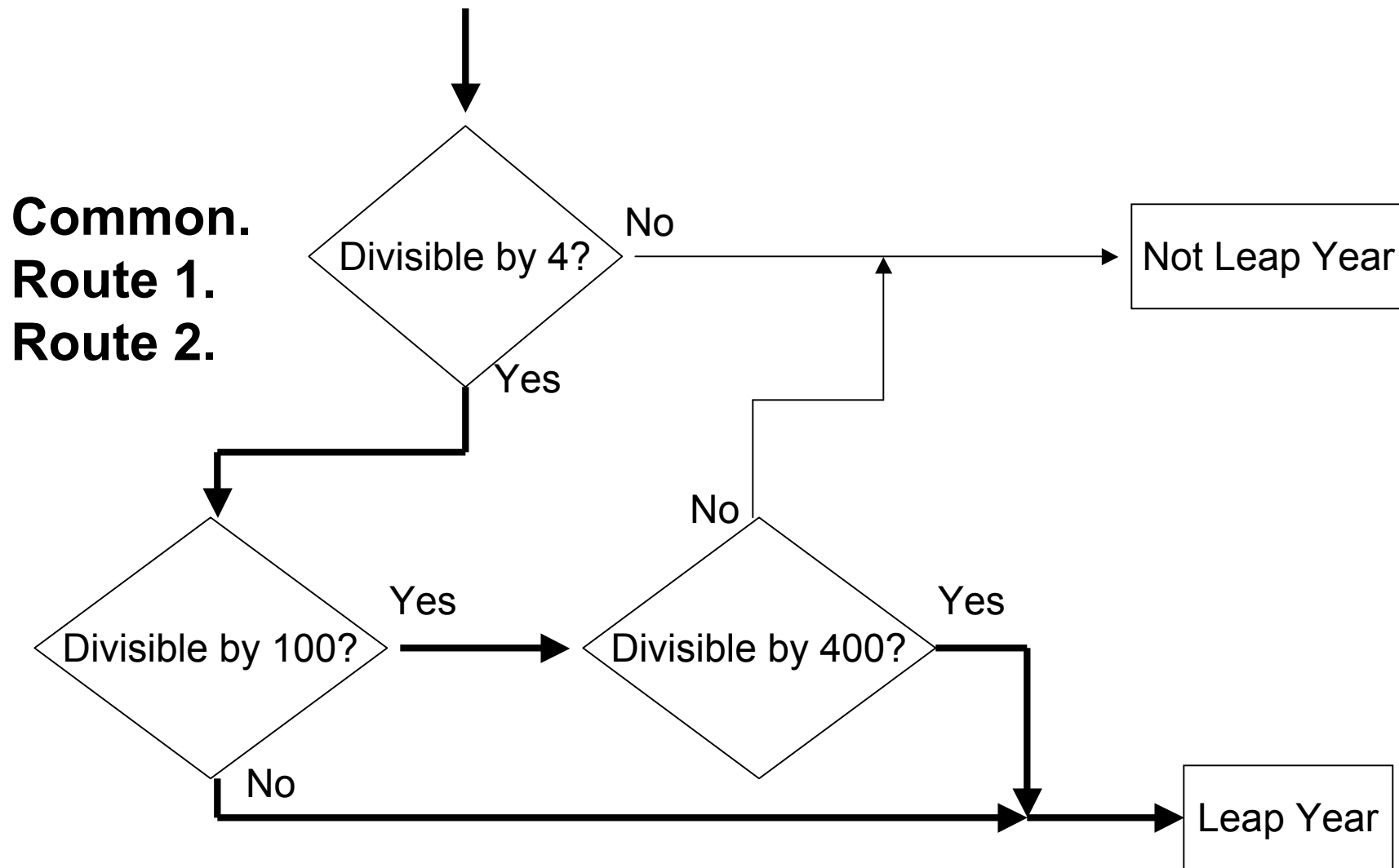
- Or is represented by ||

# Complex Conditions

- We can look at the routes differently to make this simpler.
- The first decision box is part of two routes.



# Complex Conditions



# Complex Conditions

- We can look at the routes differently to make this a little simpler.
- Both successful routes have to go through the divisible by 4 box.

Common.

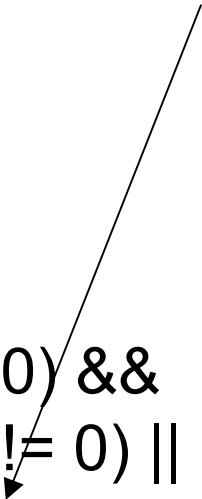
```
(year % 4 == 0) &&  
((year % 100 != 0) ||  
((year % 100 == 0) && (year % 400 == 0)))
```

Route 1.

Route 2.

# Complex Conditions

- There is one more simplification.
- `(year % 100 == 0)` is redundant. Why?



```
(year % 4 == 0) &&  
((year % 100 != 0) ||  
 (year % 100 == 0) && (year % 400 == 0)))
```

# Complex Conditions

- So it comes down to this!

```
(year % 4 == 0) &&  
((year % 100 != 0) || (year % 400 == 0))
```

- and we can implement this very clearly in our code.

# Complex Conditions

```
private void button1_Click(object sender, EventArgs e)
{
    int year = Convert.ToInt32(inputBox.Text);

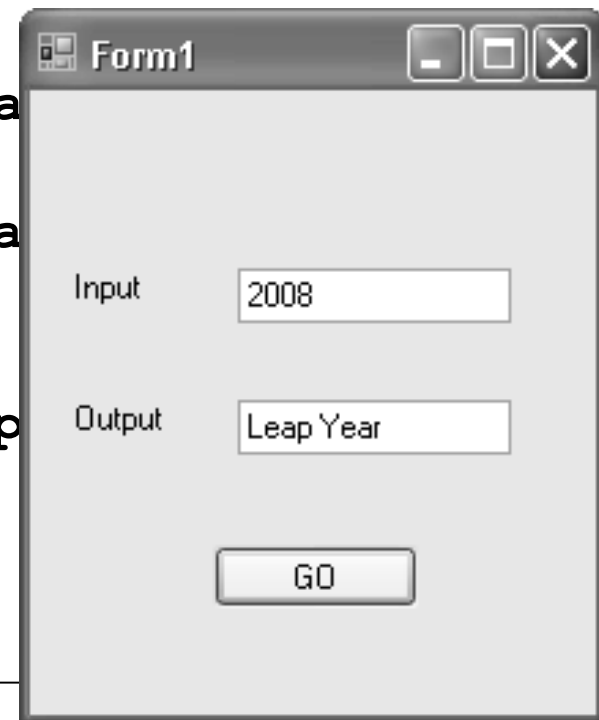
    if ((year % 4 == 0) &&
        ((year % 100 != 0) || (year % 400 == 0)))
    {
        outputBox.Text = "Leap Year";
    } else
    {
        outputBox.Text = "Not Leap Year";
    }
}
```

much better ☺

# Complex Conditions

```
private void button1_Click(object sender, EventArgs e)
{
    int year = Convert.ToInt32(inputBox.Text);

    if ((year % 4 == 0) &&
        ((year % 100 != 0) || (year % 400 == 0)))
    {
        outputBox.Text = "Leap Year";
    } else
    {
        outputBox.Text = "Not Leap Year";
    }
}
```



The screenshot shows a Windows application window titled "Form1". Inside the window, there are two text boxes. The first text box is labeled "Input" and contains the text "2008". The second text box is labeled "Output" and contains the text "Leap Year". Below these text boxes is a button labeled "GO".