

## ONE-DIMENSIONAL ARRAYS OF PRIMITIVE TYPE

## One-Dimensional Arrays of Primitive Type

```
int [] a=new int [10]; or int [] a;
                        a=new int [10];
```

declares an array of 10 ints, accessed via a[0] through a[9].

```
char [] a=new char [4]; or char [] a;
                        a=new char [4];
```

declares an array of 4 chars, accessed via a[0] through a[3].

Can also have double [], boolean [], etc.

a.length is 10

a.length is 4

length is a public field  
of an array object.

Class Work: class OneDimArrays (pg. 2)

Alternate declaration style

```
int [] intA = new int [] {
    | 2, 4, 6
};
```

intA[0] is 2

intA[1] is 4

intA[2] is 6

Class Work: modify class OneDimArrays to use  
the alternate declaration method (pg. 3)

## ONE-DIMENSIONAL ARRAYS OF PRIMITIVE TYPE

**Classwork #1.** Run the program `OneDimArrays.java` included with this assignment.

It's output should be:

```
a[0] = 1
a[1] = 3
a[2] = 5
a[3] = 7
a[4] = 9
a[5] = 11
a[6] = 13
a[7] = 15
a[8] = 17
a[9] = 19
```

Java

```
    a.length = 10
coffee.length = 4
```

## ONE-DIMENSIONAL ARRAYS OF PRIMITIVE TYPE

**Classwork #2.** Modify `OneDimArrays.java` to use the alternate declaration method and run the program.