

LEC 06

CSE 122

2D Arrays

BEFORE WE START

*Talk to your neighbors:
Pineapple on pizza—sacrilege or
delicious?*

Music: Las Dudas – Sebastian Yatra, Aitana

Instructor Elba Garza

TAs

Abigail
Autumn
Claire
Jacob
Kevin
Mia
Rucha
Shreya

Ambika
Ayush
Colin
Jasmine
Kyle
Poojitha
Saivi
Smriti

Arthur
Chaafen
Elizabeth
Jaylyn
Marcus
Rishi
Shananda
Steven

Atharva
Chloë
Helena
Kavya
Megana
Rohini
Shivani
Zane


Questions during Class?

Raise hand or send here


sli.do #cse122



Lecture Outline

- **Announcements** 
- 2D Arrays Review
- Images
- Images with 2D Arrays!

Announcements

- Quiz 0 grades → end of the week!
- Programming Assignment 1 is due tomorrow by 11:59 PM
- Creative Project 1 (C1) releasing on Friday
 - Due next Thursday, October 26th by 11:59 PM
- Resubmission Cycle 1 opens Tonight
 - Eligible assignment(s): P0 and C0 (upon C0 feedback being released!)
- Quiz 1 scheduled for Tuesday, October 31st 

Lecture Outline

- Announcements
- **2D Arrays Review** ◀
- Images
- Images with 2D Arrays!

Arrays

- The type of an array is *ElementType*[]
 - *ElementType* can be any type!
- Can store multiple elements of the same type
- Need to specify length of array and type of elements it will store at creation

```
int[] arr = new int[4];
```

type name array creation code

int[]

double[]

String[]

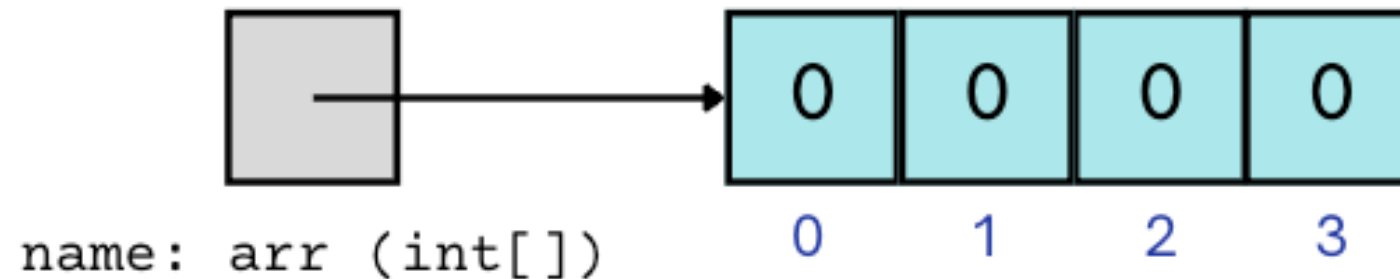
boolean[]

char[]

Arrays

- The type of an array is *ElementType*[]
 - *ElementType* can be any type!
- Can store multiple elements of the same type
- Need to specify length of array and type of elements it will store at creation

```
int[] arr = new int[4];
```



2D Arrays

An array of arrays!

- The *ElementType* of the array is another array itself!
 - Your first example of “nested data structures”
 - There will be more!

```
int[][] a = new int[4][3];
```

type name array creation code

int[][]

double[][]

String[][]

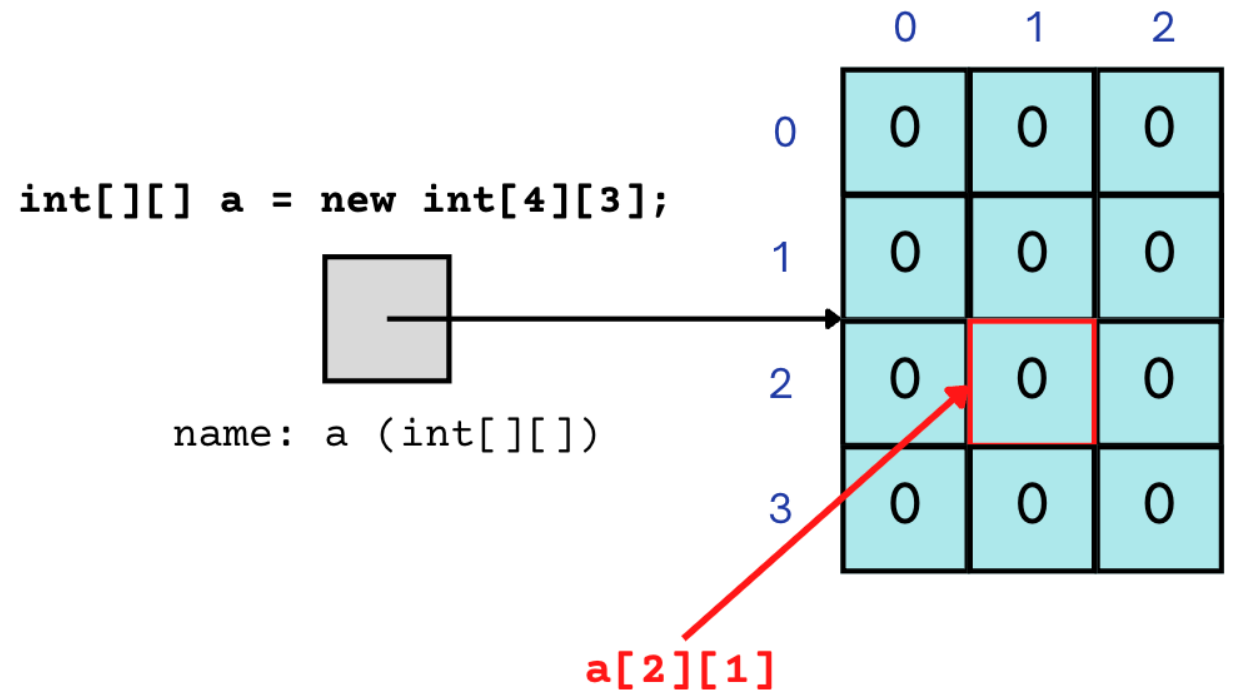
boolean[][]

char[][]

2D Arrays

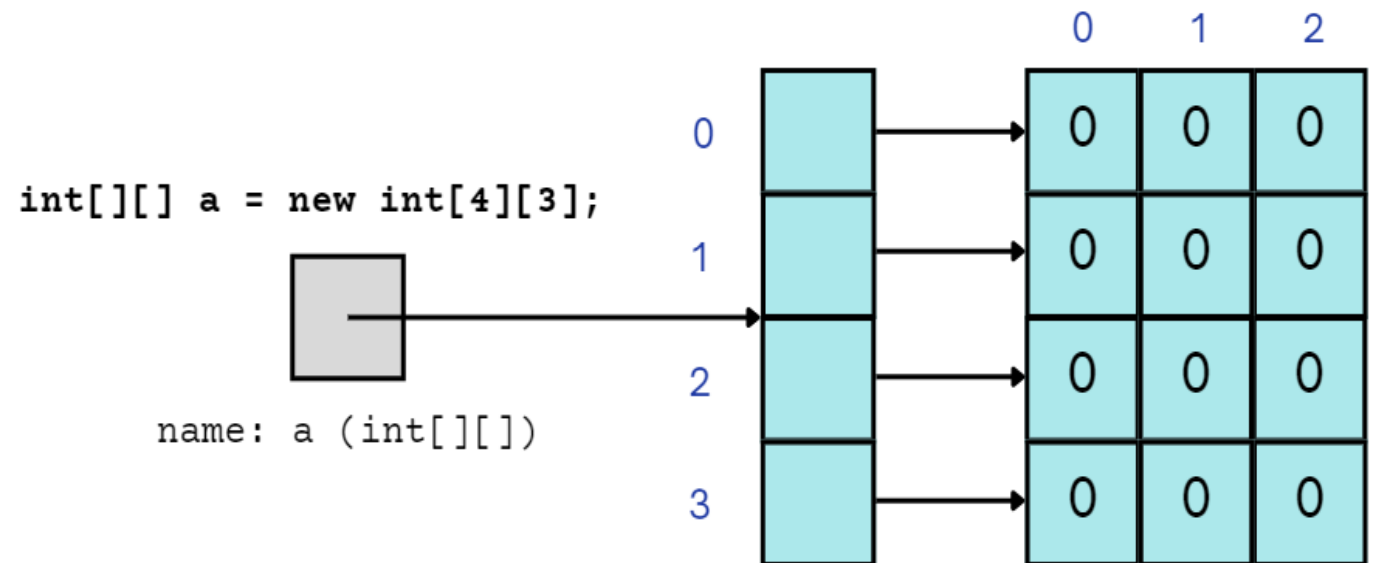
An array of arrays!

The two dimensions are
“rows” and “columns”



2D Arrays

A slightly more accurate view... thanks, *reference semantics*



2D Array Traversals

```
for (int i = 0; i < list.length; i++) {  
  for (int j = 0; j < list[i].length; j++) {  
    // do something with list[i][j]  
  }  
}
```

for each row

for each element

23	96	18	4	64
45	40	18	44	34
92	13	77	71	12

Arrays Utility Class

Method	Description
<code>Arrays.toString(array);</code>	Returns a <code>String</code> representing the array, such as "[10, 30, -25, 17]"
<code>Arrays.fill(array, value);</code>	Sets every element to the given value
<code>Arrays.equals(array1, array2);</code>	Returns <code>true</code> if the two arrays contain the same elements in the same order
<code>Arrays.deepToString(array);</code>	Returns a <code>String</code> representing the array; if the array contains other arrays as elements, the <code>String</code> represents their contents, and so on. For example, "[[99, 151], [30, 5]]"
<code>Arrays.deepEquals(array1, array2);</code>	Returns <code>true</code> if the two arrays contain the same elements in the same order; if the array(s) contain other arrays as elements, their contents are tested for equality, and so on.

Applications of 2D Arrays

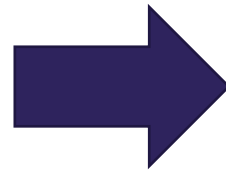
- Matrices
 - Useful in various applications requiring complex math!
- Board games
 - (e.g., chess/checkerboard, tic tac toe, sudoku)
- Representing information in a grid or table
 - (e.g., scorekeeping, gradebook)
- Image processing

matrixAdd

23	96	18	4	64
45	40	18	44	34
92	13	77	71	12



70	73	66	79	39
91	75	73	99	47
27	64	21	34	1

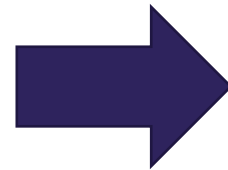


matrixAdd

23	96	18	4	64
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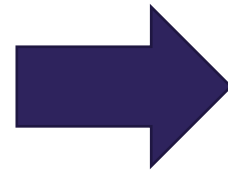


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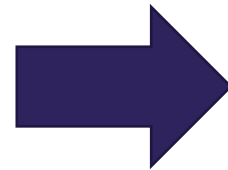
93				

matrixAdd

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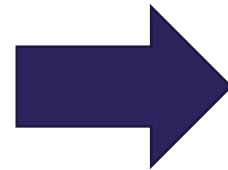
93	169			

matrixAdd

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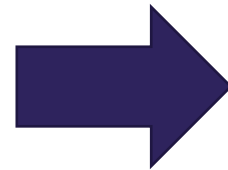
93	169	84		

matrixAdd

23	96	18	4	64
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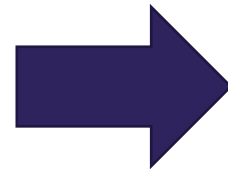
93	169	84	83	

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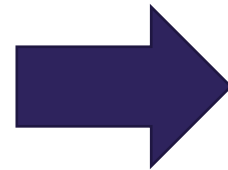
93	169	84	83	103

matrixAdd

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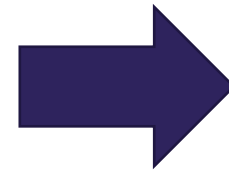
93	169	84	83	103
136				

matrixAdd

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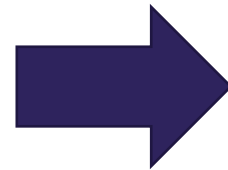
93	169	84	83	103
136	115			

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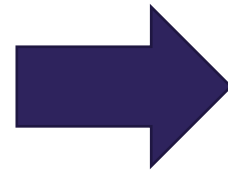
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136	115	91		

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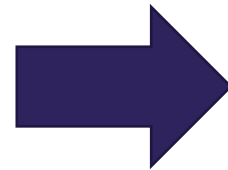
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136	115	91	143	

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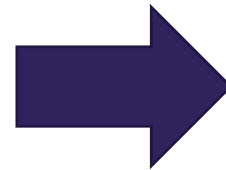
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136	115	91	143	81

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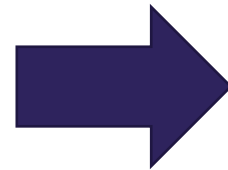
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119				

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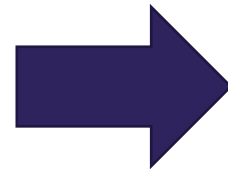
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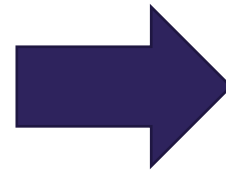
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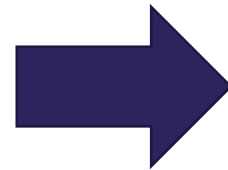
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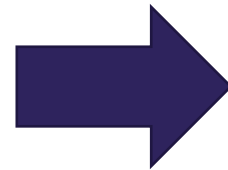
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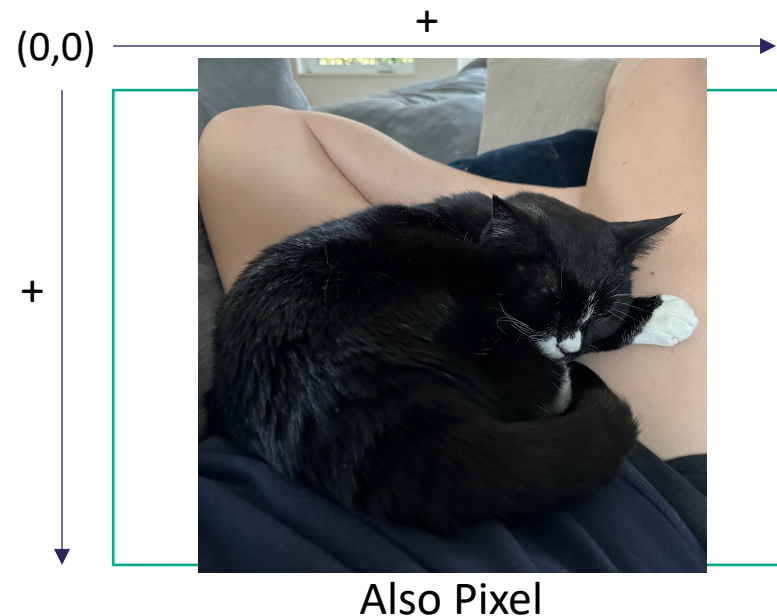
Lecture Outline

- Announcements
- 2D Arrays Review
- **Images** 
- Images with 2D Arrays!

Images

From the computer's perspective, images are just a big grid of values called **pixels**.

Each pixel shows a different color based on a specified value.



Images

If images are just grids of pixels, and we can think of 2D arrays as grids,

We can represent images as **2D arrays of pixels!**

Further, since each pixel is shown as a specific color,

We can represent images as **2D arrays of colors!**

Images in Java

- `Picture.java`
 - Represents the idea of a picture in your program

- `Color.java`
 - Represents colors in your program!
 - Uses the RGB color scheme where each color is made up of some amount (0-255) of **red**, **green**, and **blue**

Images in Java: `Picture.java`

```
Picture pic = new Picture("gigi.jpeg");
```

Methods	Descriptions
<code>pic.getPixels();</code>	Returns a <code>Color[][]</code> representing the colors in the grid of pixels.
<code>pic.setPixels(colorArray);</code>	Sets the grid of pixels in the picture based on the given <code>colorArray</code> .
<code>pic.save(fileName);</code>	Saves the current picture to a file with the given <code>fileName</code> .
<code>pic.show();</code>	Shows the current picture in a window on the screen.*

* This functionality doesn't work perfectly on Ed, it's probably easier to use the `save()` method!

Images in Java: Color.java

```
Color color = new Color(redVal, greenVal, blueVal);
```

Methods	Descriptions
<code>color.getRed();</code>	Returns the color amount for red.
<code>color.getGreen();</code>	Returns the color amount for green.
<code>color.getBlue();</code>	Returns the color amount for blue.

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- Images
- **Images with 2D Arrays!** 