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An array is a collection of similar data items stored at contiguous memory locations.

For example,

Example 01:

Array initialization:

```
int a[6] = {2, 4, 6, 8, 10, 12};
```

In above example,

- int is the type of the array
- 'a' is the name of the array
- a[6] shows number of elements in array

- Bracket {}, contains the array elements.
- Each element in array has its unique index number.

Index numbers of array elements in above example,

- 2 has index number 0
- 4 has index number 1
- 6 has index number 2
- 8 has index number 3
- 10 has index number 4
- 12 has index number 5

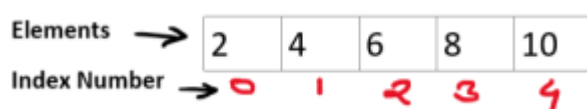
Example 02:

```
int a[ ] = {2, 4, 6, 8, 10, 12};
```

This example is same as example 01 above. Only size of a[] is not defined.

Types of arrays

One-dimensional array:



Multi-dimensional array:

Two-dimensional array

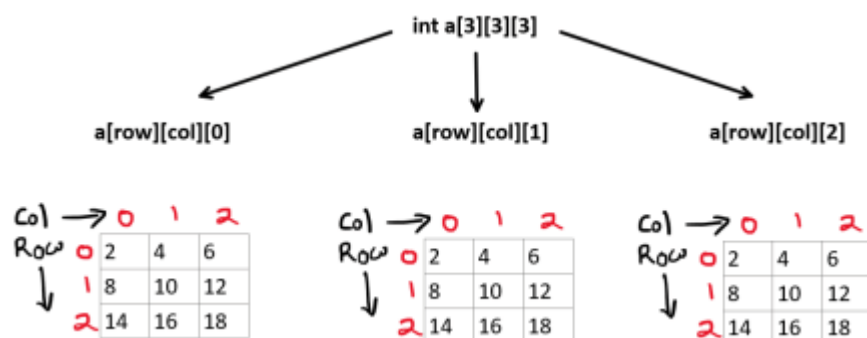
Col → 0 1 2

Row 0 1 2

0	2	4	6
1	8	10	12
2	14	16	18

Three-dimensional array

Three-dimensional array is like a cuboid.



Syntax for arrays

One-dimensional array

```
int arr[i];
```

Two-dimensional array

```
int arr[i][j];
```

Three-dimensional array

```
int arr[i][j][k];
```

Operations on array

1. Traversal : Visiting each element once.
2. Insertion : Process of inserting one or more elements in an array.
3. Deletion : Process of deleting one or more elements in an array.
4. Searching : Process of searching specific value in an array.
5. Sorting : Process of arranging elements in an array.

How to access array elements ?

Here the array index number is used.

```
#include <stdio.h>
int main() {
int a[5] = {2,4,6,8,10};
printf("%d\n",a[0]); // Accessing using index number
```

```
printf("%d\n",a[1]);  
printf("%d\n",a[2]);  
printf("%d\n",a[3]);  
printf("%d",a[4]);  
return 0;  
}
```

Output

```
Index numbers for 2,4,6,8,10 is 0,1,2,3,4 respectively  
2  
4  
6  
8  
10
```

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