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## Minute Essay From Last Lecture Everyone had seen arrays in Matlab. (So the concept is not new, just how it plays out in C.) (No uses really stood out.)

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## Arrays — Review/Recap

• Arrays give you a way to do something akin to subscripted variables in math: You reserve space for a group of values of a particular type, giving a name, and then reference particular values with that name and an *index* (like a math subscript).

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- Valid indices range from 0 to one less than the array size. Alas, in C it's all too
  easy to use an index not in that range, and results are unpredictable. (Your
  program might crash, or it might overwrite some other variable.) (Worth noting
  that more-modern programmming languages have safety checks to prevent
  this. C doesn't do that, for reasons its adherents think good.)
- (As one more example, we could write the program mentioned last time, the one that counts how many of each character in input.)

## Floating-Point Revisited

- One of the exam questions asked you about representing 0.1 in (binary) floating point. Only one person got it right. Why is the answer "can't be done exactly"?
- Well ...

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- The integers and real numbers of the idealized world of math have some properties not completely shared by their computer representations.
- Math integers can be any size; computer integers can't.

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- Math real numbers can be any size and precision; floating-point numbers can't. Also, some quantities that can be represented easily in decimal can't be represented in binary.
- Math operations on integers and reals have properties such as associativity that don't necessarily hold for the computer representations. (Yes, really!)
- (Two "floating point is strange" example programs.)

