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Two Dimensional Arrays in C/C++



C++ Object Oriented Programming Pei-yih Ting NTOU CS

Version 1. Fixed dimensions 5 by 3

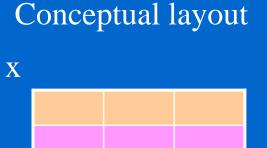
♦ Both dimensions are fixed

Physical layout

- ♦ Allocated either in data segment or in stack
- ♦ Example

int i, j;
int x[5][3];

for (i=0; i<5; i++) for (j=0; j<3; j++) x[i][j] = 0;





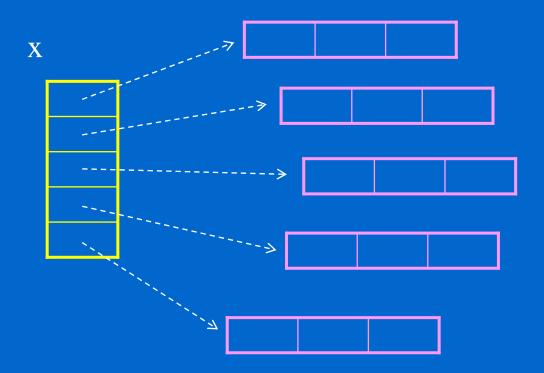
Version 2a. Dynamic allocated 5 by n

- Size of the first dimension is fixed as 5, size of the second dimension is left variable
- \diamond Allocated on the stack (x[]) and the heap (x[i][])
- ♦ Example int i, j, n=3; int *x[5];

for (i=0; i<5; i++) x[i] = new int[n];

for (i=0; i<5; i++) for (j=0; j<n; j++) x[i][j] = 0;

for (i=0; i<5; i++) delete[] x[i]; Conceptual layout



Version 2b. Dynamic allocated m by n

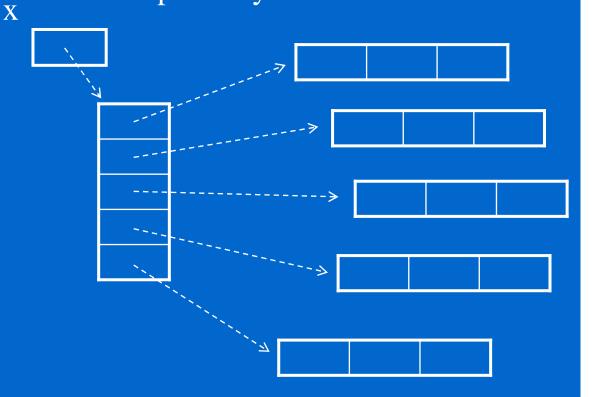
- ♦ Size of both dimensions are variable
- ♦ Both allocated on the heap
- ♦ Example

int i, j, m=5, n=3; int **x;

x = new int*[m]; for (i=0; i<m; i++) x[i] = new int[n];

for (i=0; i<m; i++) for (j=0; j<n; j++) x[i][j] = 0;

for (i=0; i<m; i++) delete[] x[i]; delete[] x; Conceptual layout



Version 3. Dynamic allocated m by 3

- Size of the first dimension is variable, size of the second dimension is fixed as 3
- ♦ Allocated on the heap
- ♦ Example int i, j, m=5;

int (*x)[3];

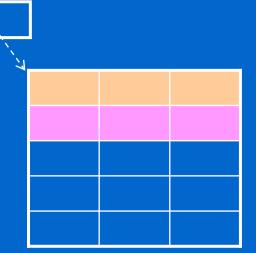
x = new int[m][3];

for (i=0; i<m; i++) for (j=0; j<3; j++) x[i][j] = 0;

delete[] x;



X







Version 4. Dynamic allocated m by n

Conceptual layout

♦ Sizes of both dimensions are variable

X

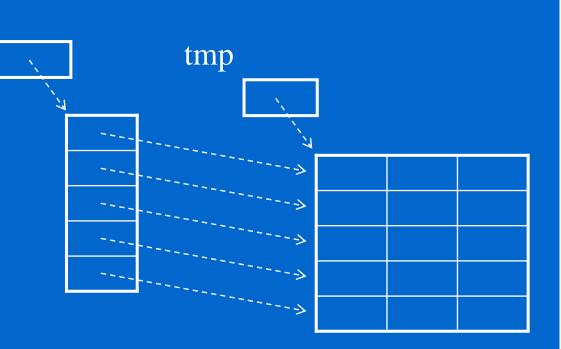
- ♦ Allocated on the heap
- ♦ Example

int i, j, m=5, n=3; int **x, *tmp;

x = new int*[m]; tmp = new int[m*n]; for (i=0; i<m; i++) x[i] = &tmp[i*n];

for (i=0; i<m; i++) for (j=0; j<n; j++) x[i][j] = 0;

delete[] x[0]; delete[] x;



Version 5. Dynamic allocated m by n

- Sizes of both dimensions are variable, emulate with 1-D array syntax
- ♦ Allocated on the heap
- ♦ Example

```
int i, j, m=5, n=3;
int *x;
```

```
x = new int[m*n];
```

```
for (i=0; i<m; i++)
for (j=0; j<n; j++)
x[i*n+j] = 0; // x[i][j] does not work
// (&x[i*n])[j] is OK
```

delete[] x;

