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CHAPTER 46 — Arrays

Chapter Topics:

- The idea of arrays
- Array declaration
- Array declaration and construction
- Using arrays
- Automatic bounds checking
- Initializer lists

Most real-world programs handle vast amounts of data. Fortunately, the data usually can be organized and processed systematically. Arrays or similar structures are almost always used for this. When data is organized into arrays and processed in loops, a relatively small program can handle a vast amount of data. This chapter discusses arrays and shows examples of how they work.

QUESTION 1:

Say that you are writing a program that reads in 100 numbers. Would you like to declare 100 variables and write 100 input statements?

