
Searching Arrays

11/27/06 CS150 Introduction to Computer Science 1 1

Searching Arrays

- We search an array to find a particular element in an array
- For example, we might like to search an array of student grades for all students who got higher than 90% (i.e. A's)
- How would we do this?

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Sequential or Linear Search

- Compare each element of the array with the value (or key) that we are searching for
- This is called linear or sequential search
- Linear Search Algorithm:
 - For each array element
 - If the current element contains the target
 - Return the subscript of the current element
 - Return -1

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Write the function findElement

```
void findElement(int [], int, int&, int);

int main()
{
    int grades[10];
    int element, index = -1;
    for(int i = 0; i < 10; i++)
        cin >> grades[i];
    cout << "Which element would you like to find?" << endl;
    cin >> element;
    findElement(grades, element, index, 10);
    if(-1 == index)
        cout << "Element could not be found!" << endl;
    else
        cout << "Element was found at index " << index <<
            endl;
}
```

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4

Function to find element

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5

27.1 Problem

- Write a function to return the index of the smallest element in a subarray
- A subarray is a section of an array. The subarray is determined by its starting and ending indexes
- The function will have the following arguments:
 - The array,
 - The starting index of the subarray,
 - The ending index of the subarray,
 - The index of the smallest element.

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6

Function `findIndexofMin`

```
void findIndexofMin(const int x[], int
startIndex, int endIndex, int& index)
{
    You fill in the rest
}
```

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7

Random Number Generation Revisited

- Remember, the library `<cstdlib>` contains a function for generating random numbers
- The statement used to produce integers in the range 0 - 5 is
 - `int x = rand() % 6;`
- To simulate the role of a dice we would use the statement
 - `int x = 1 + rand() % 6`

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8

27.2 Random Number Generation

- Write a program that will simulate the roll of a dice 6000 times and show the frequency in which each side appeared

Face	Frequency
1	1003
2	1017
3	983
4	994
5	1004
6	999

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9
