Nizovi i enumeracije

C#

Nizovi

- Jednodimenzioni
- Višedimenzioni
- Reckavi (jagged arrays)

Jednodimenzioni nizovi

```
int[] myArray = new int [5];
int[] myArray = new int[] {1, 3, 5, 7, 9};
Int[] myArray = {1, 3, 5, 7, 9};
```

PRIMER

```
static void PrintArray(string[] w)
   {
     for (int i = 0 ; i < w.Length ; i++)
     Console.Write(w[i] + "{0}", i < w.Length - 1 ? " " : "");
     Console.WriteLine();
   }

   public static void Main()
   {
     string[] WeekDays = new string []
           {"Sun","Sat","Mon","Tue","Wed","Thu","Fri"};
    PrintArray(WeekDays);
   }
```

Višedimenzioni nizovi

```
int[,] myArray = new int[4,2];
int[,,] myArray = new int [4,2,3];

int[,] myArray = new  int[,] {{1,2}, {3,4}, {5,6}, {7,8}};
int[,] myArray = {{1,2}, {3,4}, {5,6}, {7,8}};


 static void PrintArray(int[,] w)
   {
  for (int i=0; i < 4; i++)
      for (int j=0; j < 2; j++)
     Console.WriteLine("Element({0},{1})={2}", i, j, w[i,j]);
   }

   public static void Main()
   {
       int[,] a = {{1,2}, {3,4}, {5,6}, {7,8}}
       PrintArray(a);
   }
```

Reckavi nizovi

```
int[][] myJaggedArray = new int[3][];
myJaggedArray[0] = new int[5];
myJaggedArray[1] = new int[4];
myJaggedArray[2] = new int[2];

myJaggedArray[2][1] = 44;

int[][] myJaggedArray = new int [][]
                        {
                           new int[] {1,3,5,7,9},
                           new int[] {0,2,4,6},
                           new int[] {11,22}
                        };

int[][] myJaggedArray = {
                           new int[] {1,3,5,7,9},
                           new int[] {0,2,4,6},
                           new int[] {11,22}
                        };
```

Reckavi nizovi

```
public static void Main()
   {
    int[][] myArray = new int[2][];

      // Initialize the elements:
      myArray[0] = new int[5] {1,3,5,7,9};
      myArray[1] = new int[4] {2,4,6,8};

    for (int i=0; i < myArray.Length; i++)
      {
         Console.Write("Element({0}): ", i);

         for (int j = 0 ; j < myArray[i].Length ; j++)
            Console.Write("{0}{1}", myArray[i][j],
                     j == (myArray[i].Length-1) ? "" : " ");

         Console.WriteLine();
      }
   }
```

foreach petlja

```
int[] numbers = {4, 5, 6, 1, 2, 3, -2, -1, 0};
```

```
foreach (int i in numbers)
{
    System.Console.WriteLine(i);
}
```

ZADATAK

Ispisati sadržaj reckavog niza.

foreach petlja

ZADATAK

Ispisati sadržaj reckavog niza.

```
int[][] numbers2 = {
          new int[] { 9 },
          new int[] { 3, 33 },
          new int[] { 5, 55 }
};

foreach (int[] nizz in numbers2)
 {
      foreach (int i in nizz)
      Console.Write("{0} ", i);
 }
```

Enumeracije

```
class Program
{
    enum E { None,BoldTag,ItalicsTag,HyperlinkTag,};

    static void Main()
    {
    E en1 = E.BoldTag;
    E en2 = E.ItalicsTag;

    if (en1 == E.BoldTag) { Console.WriteLine("Bold"); }
    if (en1 == E.HyperlinkTag) { Console.WriteLine("Not true"); }
    }
}
```

Enumeracije

```
class Program
{
    enum Boje { crvena, pava, bela}

    static void Main()
    {
     for (Boje b=0; b <= Boje.bela; b++) Console.WriteLine(b);
    }
}
```

Enumeracije

```
public enum Colors
        {
            red,
            blue,
            green,
            yellow
        }


private void button1_Click(object sender, EventArgs e)
        {
            string inVal = "green";
            Colors newColor = (Colors)Enum.Parse(typeof(Colors), inVal);

//Check the Enum type
            if (newColor == Colors.green)
            {
                MessageBox.Show(newColor.ToString());
            }
...
```