

ADVANCED EV3 PROGRAMMING LESSON



Arrays

By Sanjay and Arvind Seshan



Lesson Objectives

- Build upon skills from the Variables lesson in Intermediate
- Learn how to read/write to arrays
- Learn about the Array Operations block
- Learn to use the loop count in a loop

- Prerequisites: Data Wires, Loops, Variables

Why Use Arrays?

1. Simplify programs by storing multiple related values in a single variable
2. Can be used with loops to make compact and useful programs
3. Are useful for making a custom calibration program (see NXT Light Sensor in EV3 on our contributed lessons tab)

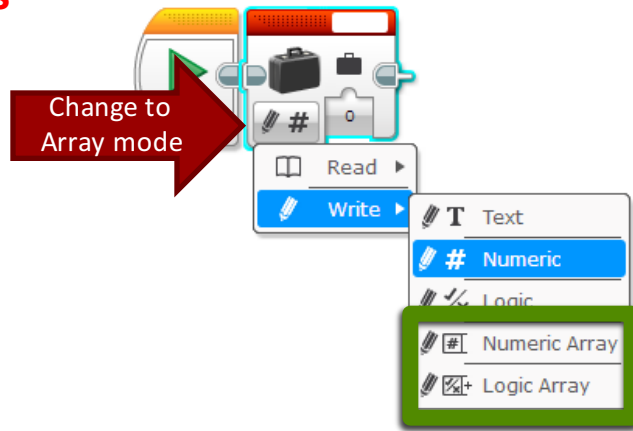
Arrays



- What is an array?
 - An array is a variable that holds multiple values
- There are two types of arrays:
 - Numeric Array (Holds a set of numbers ... 1,2,3,10,55)
 - Logic Array (Holds a set of logic ... True, True, False)
- They can be used as either Inputs or Outputs so you can either....
 - Write – put a value(s) into the array
 - Read – get the value(s) from the array out

Array Blocks: Quick Guide

Modes



Logic Array



Numeric Array

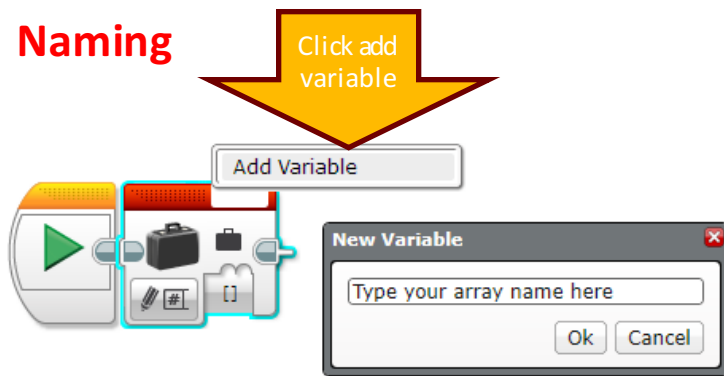


Key

Write (Inputs) have 2 bumps up

Read (Outputs) have 2 bumps down

Naming



Quiz

Read
logic
array

Write
logic
array

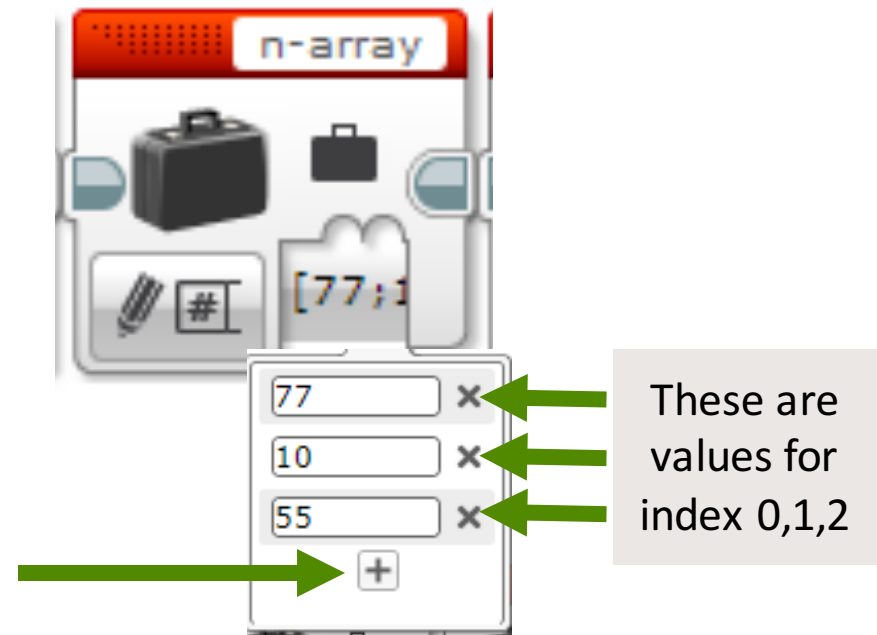
Read
numeric
array

Write
numeric
array

Identify if the variables are Inputs/Outputs and if they are Numeric/ Logic

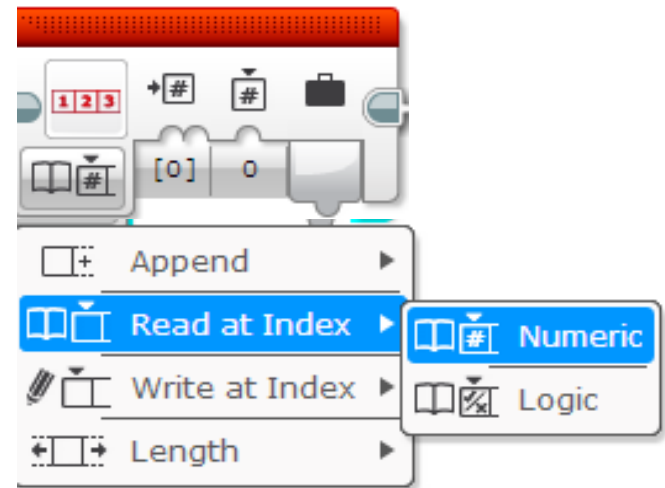
Array Indexes

- Each value in an array is assigned an index
- The first value would be at index 0
- Logic arrays would store True/False instead of numbers
- To add a value to an array click the plus +
 - This adds an entry at the next index value (i.e. index 3)



Block: Array Operations

- This block is used to read or write to Logic or Numeric arrays
- Different modes:
 - Append: Add a new entry after the last array index
 - Read at index: Reads the value at a certain index
 - Write at Index: Write a new value to a certain array index
 - Length: How many entries are in the array
- Both write and append output an array → you will need to write this array back to the variable if you wish to update the stored array (see write/append slides)



How do you use Arrays (Reading)?

The image shows two Scratch code blocks illustrating array operations. The top block consists of four blocks: a green flag click block, two 'n-array' blocks, an 'array operation' block, and a 'display the value on the screen' block. The first 'n-array' block contains the numbers 77, 10, and 55. The second 'n-array' block is empty. The 'array operation' block is set to 'read at index' mode with the index set to 1. The 'display the value on the screen' block shows the number 10. A red box labeled 'Array operation block' points to the 'array operation' block, and another red box labeled 'Display the value on the screen' points to the 'display the value on the screen' block. A red box labeled 'Read index 1 in the arrays' points to the index field in the 'array operation' block. A red box labeled 'Above code will display 10 Below code will display 0 for false' points to the 'display the value on the screen' block. The bottom block consists of four blocks: a green flag click block, two 'Log...' blocks, an 'array operation' block, and a 'display the value on the screen' block. The first 'Log...' block contains the numbers 77, 10, and 55. The second 'Log...' block is empty. The 'array operation' block is set to 'read at index' mode with the index set to 1. The 'display the value on the screen' block shows the number 0. A blue arrow labeled 'Use "read at index" mode' points to the 'array operation' block.

Array operation block

Display the value on the screen

Read index 1 in the arrays

Above code will display 10
Below code will display 0 for false

Use "read at index" mode

How do you use Arrays (Writing)?



This will write 700 to array at index 4

Read the array you want to write to

Use array operations to write a value to a certain index

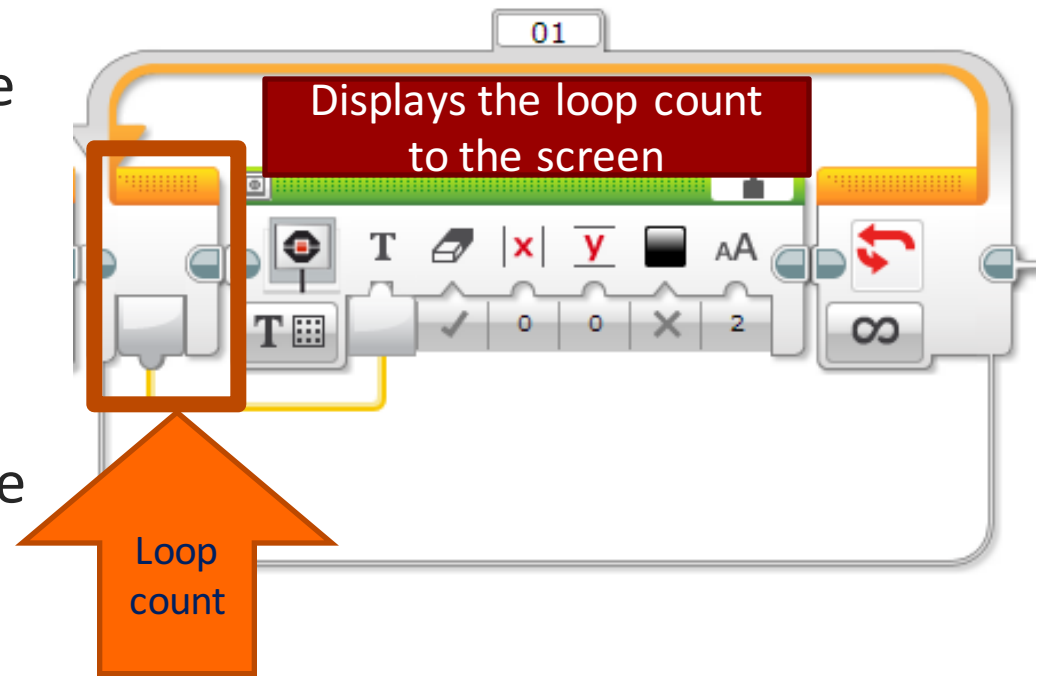
Write the output back to the array



This will write False to array at index 4

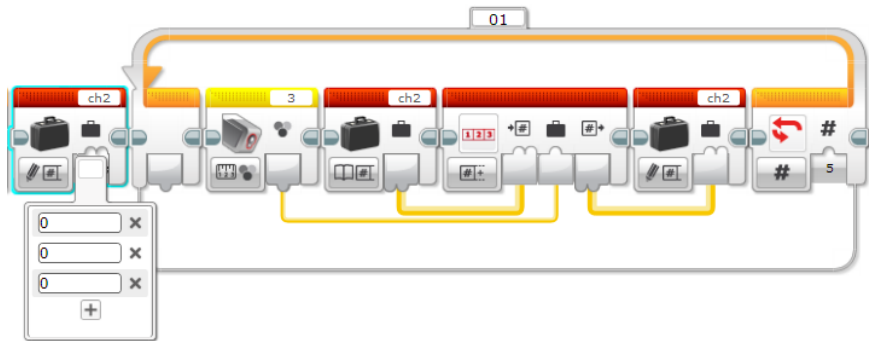
Block Setting: Loop Count

- The loop count outputs the amount of times the blocks inside the loop have played.
- This is useful to create a program that runs different code every time it goes in the loop
- It is also useful for computing on each item of an array



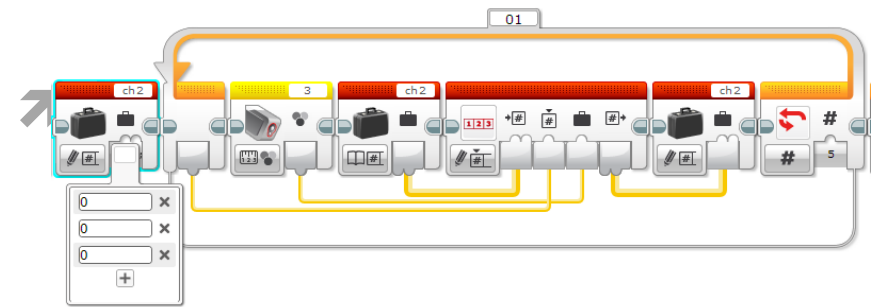
Note: Append vs. Write

- Append adds entries to the end of an array (i.e. creates a new index value)



- This code produces an array with 8 entries (three 0's followed by 5 light readings)

- Write overwrites the entry at the chosen index

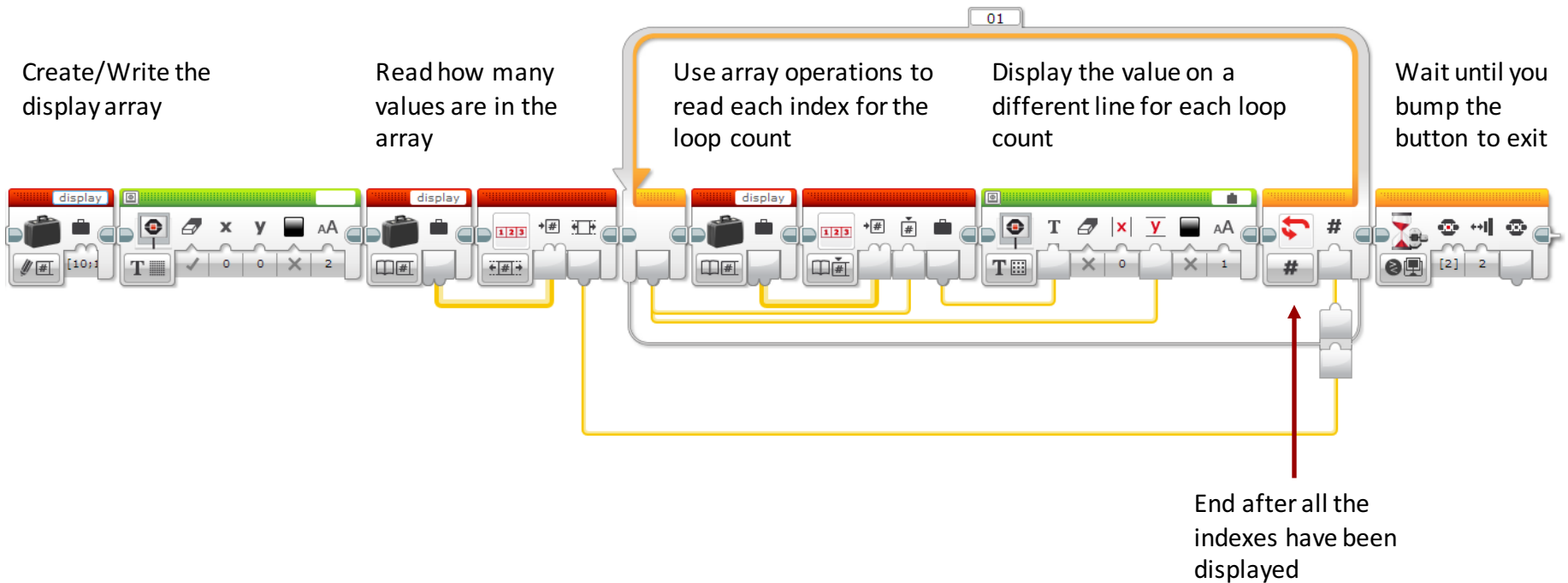


- This code produces an array with 5 entries (just 5 light readings)

Challenge 1

- Make a program that displays all the entries of an array. Display each index on a different line. You can use only one display block.
- Tips: You will need to use loops, loop count, array block, array operations

Challenge 1 Solution



Challenge 2

- Make a program that adds up all the entries of an array. Display the sum.
- Tips: You will need to use loops, loop count, array block, array operations

Next Steps

- Here are some fun things to try:
1. Make a program to compute the average value in an array
 2. Make a program that always saves the last 4 light sensor readings in an array
 3. Create an array that stores calibration values for each sensor port

Credits

- This tutorial was written by Sanjay Seshan and Arvind Seshan
- More lessons at www.ev3lessons.com



This work is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-nc-sa/4.0/).