



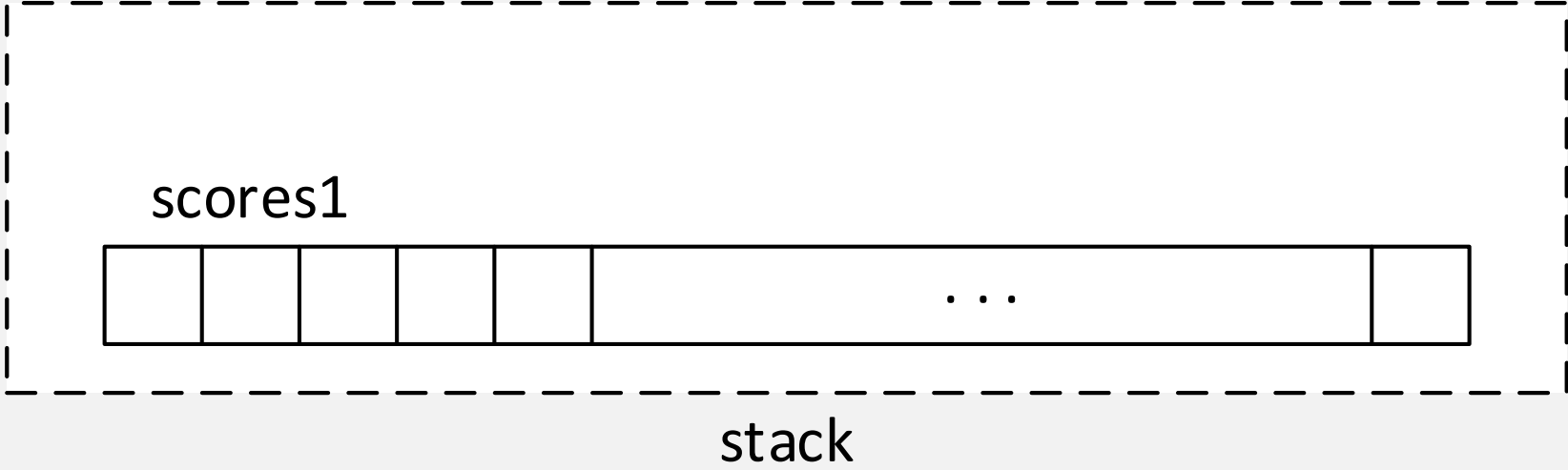
CREATING ARRAYS

Two Ways To Make An Array



AUTOMATIC ARRAYS

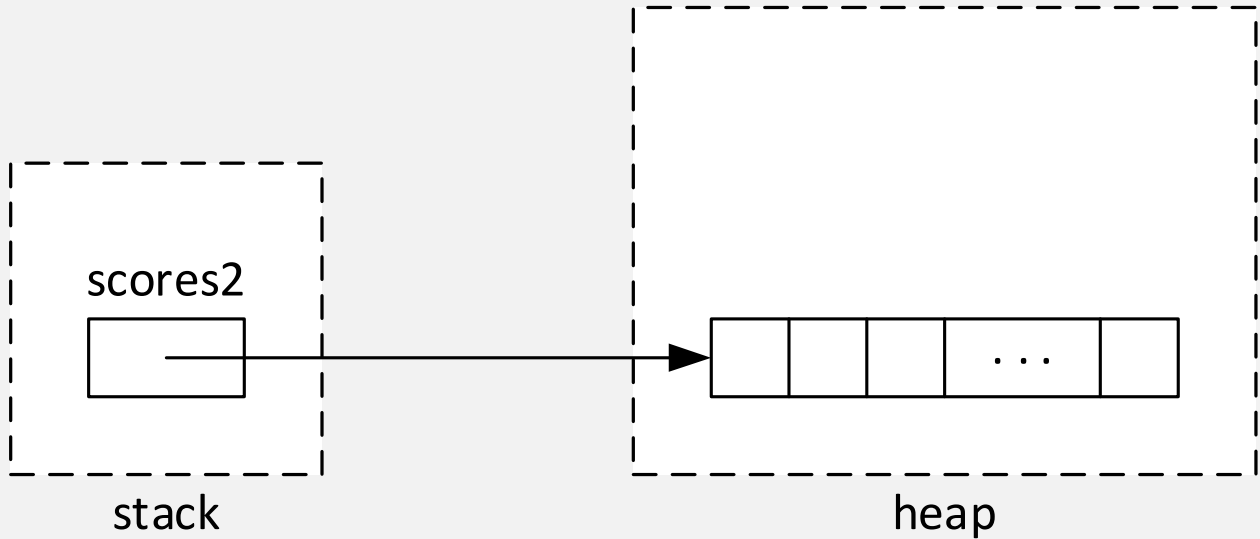
- `int scores1[50];`
- Memory allocated deallocated with scope





DYNAMIC ARRAYS

- `int* scores2 = new int[50];`
- **Memory allocated and deallocated with `new` and `delete`**





ARRAY SIZES

- Once created, the size of an array is fixed (unchanging)
- The size of an automatic array must be specified with a compile time constant
 - **Number:** 100
 - **Macro:** `#define SIZE 100`
 - **Enumeration:** `enum { SIZE = 100 };`
 - **Declared constant:** `const int SIZE = 100;`
- The size of a dynamic array may be specified with an initialized variable