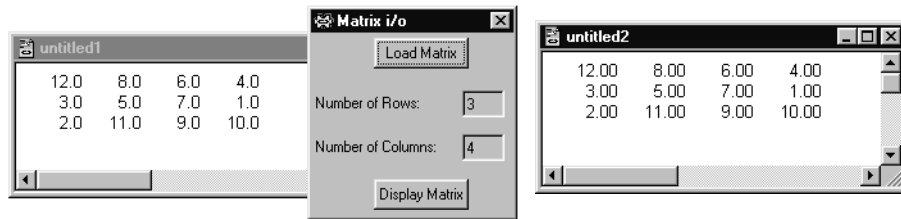


Chapter *18*

Two-Dimensional Arrays

**Figure 18.1**

Input and output for a two-dimensional array of real values.

```
MODULE Pbox18A;
IMPORT Dialog, TextModels, TextViews, Views, TextControllers, PboxMappers;
TYPE
  Matrix = ARRAY 32, 32 OF REAL;
VAR
  d*: RECORD
    numRows-, numCols-: INTEGER;
  END;
  matrix: Matrix;
```

Figure 18.2

A procedure that inputs a matrix and outputs it to a new window.

```
PROCEDURE LoadMatrix*;
VAR
  md: TextModels.Model;
  cn: TextControllers.Controller;
  sc: PboxMappers.Scanner;
BEGIN
  cn := TextControllers.Focus();
  IF cn # NIL THEN
    md := cn.text;
    sc.ConnectTo(md);
    sc.ScanRealMatrix(matrix, d.numRows, d.numCols);
    Dialog.Update(d)
  END;
END LoadMatrix;
```

```
PROCEDURE DisplayMatrix*;
```

```
VAR
```

```
md: TextModels.Model;
```

```
vw: TextViews.View;
```

```
fm: PboxMappers.Formatter;
```

```
BEGIN
```

```
md := TextModels.dir.New();
```

```
fm.ConnectTo(md);
```

```
fm.WriteRealMatrix(matrix, d.numRows, d.numCols, 8, 2);
```

```
vw := TextViews.dir.New(md);
```

```
Views.OpenView(vw)
```

```
END DisplayMatrix;
```

```
BEGIN
```

```
d.numRows := 0; d.numCols := 0;
```

```
END Pbox18A.
```

| | | | |
|---------------------|----------------------|---------------------|----------------------|
| matrix[0,0] 12.0 | matrix[0, 1] 8.0 | matrix[0, 2] 6.0 | matrix[0, 3] 4.0 |
| matrix[1, 0] 3.0 | matrix[1, 1] 5.0 | matrix[1, 2] 7.0 | matrix[1, 3] 1.0 |
| matrix[2, 0] 2.0 | matrix[2, 1] 11.0 | matrix[2, 2] 9.0 | matrix[2, 3] 10.0 |

Figure 18.3

Indices for a two-dimensional array of real values.

PROCEDURE (VAR s: Scanner) **ScanRealMatrix** (OUT mat: ARRAY OF ARRAY OF REAL;
OUT numR, numC: INTEGER), NEW

Pre

s is connected to a text model. 20

Sequences of characters scanned represent in-range real or integer values. 21

All nonempty rows have the same number of values. 22

Number of rows in text model \leq LEN(mat, 0). Index out of range.

Number of columns in text model \leq LEN(mat, 1). Index out of range.

Post

mat gets all the values scanned up to the end of the text model to which s is connected.

numR gets the number of rows scanned.

numC gets the number of columns scanned.

The values are stored at v[0..numR - 1, 0..numC - 1].

PROCEDURE (VAR f: Formatter) **WriteRealMatrix** (IN mat: ARRAY OF ARRAY OF REAL;
numR, numC, minWidth, dec: INTEGER), NEW

Pre

f is connected to a text model. 20

numR <= LEN(mat, 0). Index out of range.

numC <= LEN(mat, 1). Index out of range.

Post

The first numR rows and numC columns of mat are written to the text model to which f is connected, each with a field width of minWidth and dec places past the decimal point. If minWidth is too small to contain a value of mat it expands to accommodate the value.

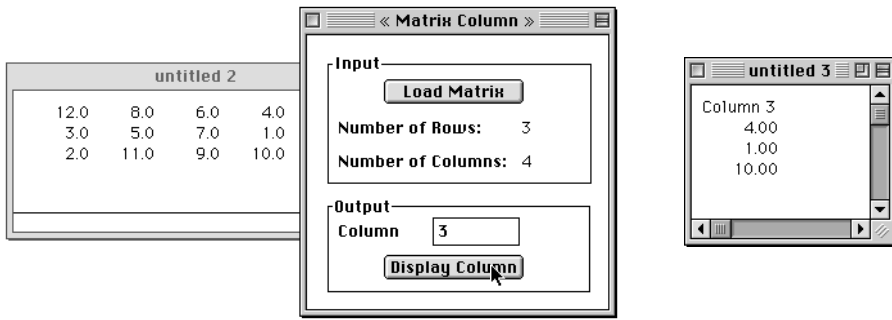


Figure 18.4
Printing a column of a matrix
to a new window.

```
MODULE Pbox18B;
IMPORT Dialog, TextModels, TextViews, Views, TextControllers, PboxMappers;
TYPE
  Matrix = ARRAY 32, 32 OF REAL;
VAR
  d*: RECORD
    numRows-, numCols-: INTEGER;
    column*: INTEGER;
  END;
  matrix: Matrix;

PROCEDURE LoadMatrix*;
VAR
  md: TextModels.Model;
  cn: TextControllers.Controller;
  sc: PboxMappers.Scanner;
BEGIN
  cn := TextControllers.Focus();
  IF cn # NIL THEN
    md := cn.text;
    sc.ConnectTo(md);
    sc.ScanRealMatrix(matrix, d.numRows, d.numCols);
    Dialog.Update(d)
  END;
END LoadMatrix;
```

Figure 18.5

A program to print a column of a matrix. The dialog is activated from a menu selection.

```
PROCEDURE DisplayColumn*;  
  VAR  
    md: TextModels.Model;  
    vw: TextViews.View;  
    fm: PboxMappers.Formatter;  
    i: INTEGER;  
  BEGIN  
    md := TextModels.dir.New();  
    fm.ConnectTo(md);  
    IF (0 <= d.column) & (d.column < d.numCols) THEN  
      fm.WriteString("Column "); fm.WriteInt(d.column, 1); fm.WriteLn;  
      FOR i := 0 TO d.numRows - 1 DO  
        fm.WriteReal(matrix[i, d.column], 8, 2); fm.WriteLn  
      END  
    ELSE  
      fm.WriteString("That column is not in the array")  
    END;  
    vw := TextViews.dir.New(md);  
    Views.OpenView(vw)  
  END DisplayColumn;  
  
BEGIN  
  d.numRows := 0; d.numCols := 0; d.column := 0;  
END Pbox18B.
```

```
PROCEDURE MaxInRow (IN mat: ARRAY OF ARRAY OF REAL;  
    row, numCols: INTEGER): REAL;  
VAR  
    max: REAL;  
    j: INTEGER;  
BEGIN  
    ASSERT((0 <= row) & (row < LEN(mat, 0)), 20);  
    ASSERT((0 < numCols) & (numCols <= LEN(mat, 1)), 21);
```

Figure 18.6

A function procedure that returns the maximum value in a row of a matrix.

```
PROCEDURE MaxInRow (IN mat: ARRAY OF ARRAY OF REAL;
    row, numCols: INTEGER): REAL;
VAR
    max: REAL;
    j: INTEGER;
BEGIN
    ASSERT((0 <= row) & (row < LEN(mat, 0)), 20);
    ASSERT((0 < numCols) & (numCols <= LEN(mat, 1)), 21);
    max := mat[row, 0];
    FOR j := 1 TO numCols - 1 DO
        IF mat[row, j] > max THEN
            max := mat[row, j]
        END
    END;
    RETURN max
END MaxInRow;
```

a

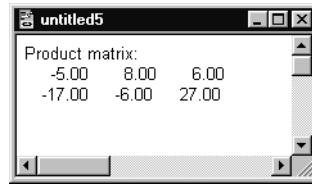
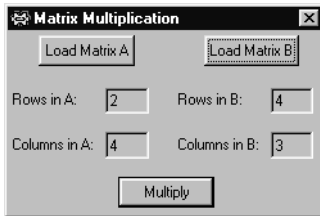
| | | | |
|-----|-----|------|------|
| 1.0 | 3.0 | -1.0 | 2.0 |
| 0.0 | 4.0 | 1.0 | -2.0 |

b

| | | |
|------|------|------|
| -1.0 | 2.0 | 5.0 |
| -3.0 | 0.0 | 4.0 |
| 1.0 | -2.0 | 3.0 |
| 3.0 | 2.0 | -4.0 |

c

| | | |
|--------|-------|-------|
| -5.00 | 8.00 | 6.00 |
| -17.00 | -6.00 | 27.00 |

**Figure 18.7**

Output for the product of two matrices.

```
MODULE Pbox18C;
IMPORT Dialog, TextModels, TextViews, Views, TextControllers, PboxMappers;
VAR
  d*: RECORD
    numRowsA-, numColA-, numRowsB-, numColB-: INTEGER;
  END;
  matrixA, matrixB: ARRAY 32, 32 OF REAL;

PROCEDURE LoadA*;
VAR
  md: TextModels.Model;
  cn: TextControllers.Controller;
  sc: PboxMappers.Scanner;
BEGIN
  cn := TextControllers.Focus();
  IF cn # NIL THEN
    md := cn.text;
    sc.ConnectTo(md);
    sc.ScanRealMatrix(matrixA, d.numRowA, d.numColA);
    Dialog.Update(d)
  END
END LoadA;
```

Figure 18.8

A program that multiplies two matrices.


```
PROCEDURE LoadB*;  
  VAR  
    md: TextModels.Model;  
    cn: TextControllers.Controller;  
    sc: PboxMappers.Scanner;  
BEGIN  
  cn := TextControllers.Focus();  
  IF cn # NIL THEN  
    md := cn.text;  
    sc.ConnectTo(md);  
    sc.ScanRealMatrix(matrixB, d.numRowB, d.numColB);  
    Dialog.Update(d)  
  END  
END LoadB;
```

```
PROCEDURE Multiply (IN a, b: ARRAY OF ARRAY OF REAL;
    numRa, numCaRb, numCb: INTEGER;
    OUT c: ARRAY OF ARRAY OF REAL);
VAR
    sum: REAL;
    i, j, k: INTEGER;
BEGIN
    ASSERT((0 <= numRa) & (numRa <= LEN(a, 0)) & (numRa <= LEN(c, 0))
        & (0 <= numCaRb) & (numCaRb <= LEN(a, 1)) & (numCaRb <= LEN(b, 0))
        & (0 <= numCb) & (numCb <= LEN(b, 1)) & (numCb <= LEN(c, 1)), 20);
    FOR i := 0 TO numRa - 1 DO
        FOR j := 0 TO numCb - 1 DO
            sum := 0.0;
            FOR k := 0 TO numCaRb - 1 DO
                sum := sum + a[i, k] * b[k, j]
            END;
            c[i, j] := sum
        END
    END
END Multiply;
```

```
PROCEDURE Compute*;
```

```
VAR
```

```
md: TextModels.Model;
```

```
vw: TextViews.View;
```

```
fm: PboxMappers.Formatter;
```

```
matrixC: ARRAY 32, 32 OF REAL;
```

```
BEGIN
```

```
md := TextModels.dir.New();
```

```
fm.ConnectTo(md);
```

```
IF d.numColA = d.numRowB THEN
```

```
  Multiply(matrixA, matrixB, d.numRowA, d.numColA, d.numColB, matrixC);
```

```
  fm.WriteString("Product matrix:"); fm.WriteLn;
```

```
  fm.WriteRealMatrix(matrixC, d.numRowA, d.numColB, 8, 2)
```

```
ELSE
```

```
  fm.WriteString("The number of columns in A must equal the number of rows in B.")
```

```
END;
```

```
vw := TextViews.dir.New(md);
```

```
Views.OpenView(vw)
```

```
END Compute;
```

```
BEGIN
```

```
  d.numRowA := 0; d.numColA := 0; d.numRowB := 0; d.numColB := 0;
```

```
END Pbox18C.
```

| Statement | numRa = 2 | numRa = 3 | numRa = n |
|-----------|--------------|--------------|------------------------|
| (1) | 3 | 4 | $n + 1$ |
| (2) | 6 | 12 | $(n + 1) \cdot n$ |
| (3) | 4 | 9 | n^2 |
| (4) | 12 | 36 | $n^2 \cdot (n + 1)$ |
| (5) | 8 | 27 | n^3 |
| (6) | 4 | 9 | n^2 |
| Total: | 37 | 97 | $2n^3 + 4n^2 + 2n + 1$ |

Figure 18.9

Statement execution count for the procedure `Multiply` in Figure 18.8.

| | | | | |
|-----------|----------------------|----------------------|---------------------|----------------------|
| matrix[0] | matrix[0][0] 12.0 | matrix[0][1] 8.0 | matrix[0][2] 6.0 | matrix[0][3] 4.0 |
| matrix[1] | matrix[1][0] 3.0 | matrix[1][1] 5.0 | matrix[1][2] 7.0 | matrix[1][3] 1.0 |
| matrix[2] | matrix[2][0] 2.0 | matrix[2][1] 11.0 | matrix[2][2] 9.0 | matrix[2][3] 10.0 |

Figure 18.10

The matrix of Figure 18.3 considered as an array of vectors.