

# 3. Array Indexing and Access

## 3.1 Basic Indexing

### Python vs C Indexing:

Operation	Python	C
First element	<code>list[0]</code>	<code>array[0]</code>
Last element	<code>list[-1]</code>	<code>array[size-1]</code>
Nth element	<code>list[n]</code>	<code>array[n]</code>
Modify element	<code>list[0] = 10</code>	<code>array[0] = 10;</code>

### 3.1.1 Valid Indexing Example

```
int numbers[5] = {10, 20, 30, 40, 50};

printf("First element: %d\n", numbers[0]);    // Output: 10
printf("Third element: %d\n", numbers[2]);    // Output: 30
printf("Last element: %d\n", numbers[4]);     // Output: 50

// Modifying elements
numbers[1] = 99;
printf("Modified second element: %d\n", numbers[1]); // Output: 99
```

### 3.1.2 Index Bounds and Common Errors

#### Critical Difference from Python:

```
# Python - Safe bounds checking
my_list = [1, 2, 3, 4, 5]
print(my_list[10]) # Raises IndexError: list index out of range
```

```
// C - NO automatic bounds checking!
int my_array[5] = {1, 2, 3, 4, 5};
printf("%d\n", my_array[10]); // Undefined behavior! May print garbage
my_array[10] = 999;           // Buffer overflow! May crash program
```

## Common Index-Related Errors:

### 1. Off-by-One Error:

```
int arr[5] = {1, 2, 3, 4, 5};
// WRONG: Accessing index 5 (valid indices: 0-4)
for (int i = 0; i <= 5; i++) {    // ERROR: i goes up to 5
    printf("%d ", arr[i]);
}

// CORRECT:
for (int i = 0; i < 5; i++) {    // i goes from 0 to 4
    printf("%d ", arr[i]);
}
```

### 2. Negative Index Error:

```
int arr[5] = {1, 2, 3, 4, 5};
int index = -1;
printf("%d\n", arr[index]); // Undefined behavior! C has no negative indexing
```

### 3. Uninitialized Index:

```
int arr[10];
int i;                // Uninitialized variable
printf("%d\n", arr[i]); // Using uninitialized i as index - dangerous!
```

## 3.2 Safe Array Access Patterns

### 3.2.1 Bounds Checking Function

```
#include <stdio.h>
#include <stdbool.h>

bool is_valid_index(int index, int array_size) {
    return (index >= 0 && index < array_size);
}

int safe_access(int arr[], int size, int index) {
    if (is_valid_index(index, size)) {
        return arr[index];
    }
}
```

```
    } else {
        printf("Error: Index %d out of bounds (0-%d)\n", index, size-1);
        return -1; // Return error value
    }
}

int main() {
    int numbers[5] = {10, 20, 30, 40, 50};

    printf("Safe access: %d\n", safe_access(numbers, 5, 2)); // Valid
    printf("Safe access: %d\n", safe_access(numbers, 5, 10)); // Invalid

    return 0;
}
```

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