

<pre>// Topic 0: Creating 1D Arrays // an array of 5 integers int[] scores = new int[5]; 0 0 0 0 0 </pre>	<pre>// Topic 0: Creating 2D Arrays // a 2D array of 3 rows of 5 integers int[][] scores = new int[3][5]; 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 // Note: if you are used to thinking in x and y coords // beware that 2D arrays are "backwards"</pre>
<pre>// Topic 1: Changing 1D Array Values scores[0] = 25; scores[3] = 99; 25 0 0 99 0 </pre>	<pre>// Topic 1: Changing 2D Array Values scores[0][0] = 25; scores[2][3] = 99; // row 2, column 3 25 0 0 0 0 0 0 0 0 0 0 0 0 99 0 </pre>
<pre>// Topic 2: Changing 1D Array Values for (int i = 0; i < scores.length; i++) { scores[i] = (i * 10); } 0 10 20 30 40 </pre>	<pre>// Topic 2: Changing 2D Array Values for (int r = 0; r < scores.length; r++) { for (int c = 0; c < scores[0].length; c++) { scores[r][c] = (r * 10) + c; } } 0 1 2 3 4 10 11 12 13 14 20 21 22 23 24 </pre>
<pre>// Additional Notes</pre>	

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// Problem: Suppose you have a 2D array of booleans named george
//           For each spot in the array, if the sum of the indices is even, set the value to true
//           (so george[0][0], george[0][2], george[2][0], george[1][1], etc. should be even)
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