
| | | |
|-------|--------|---|
| name | Array | Name of the array to create |
| size1 | Number | Number of elements in the array or number of rows if size2 is specified |
| size2 | Number | Number of columns in a two dimensional array |

Creates name, an array of type Integer, with size1 number of elements. If specified, name will be a two-dimensional array with size1 columns and size2 rows. If name already exists, the array is resized and elements that are not cropped retain their value.

The size2 parameter is optional; if it is specified the commands create two-dimensional arrays. In this case, size1 specifies the number of rows and size2 specifies the number of columns in each array.

Each row in a two-dimensional array can be treated like an element. This means that you can insert and delete entire arrays in a two-dimensional array with the other array commands.

An element 0 (array name0) is always created for an array, and is set to a null value of the array type. Use the Size f rray command to find the size of the array. the following line would delete all elements (except the 0 element), but leave the array defined:

```
ARRAY EAL (∅Mine;0)
```

The following formula shows how to calculate the amount of memory used by a real array:

$$(1 + \text{number of elements}) * 10$$

Note: a few more bytes may be required to keep track of the selected element, the number of elements, and the array itself.

When a Real array is first created, its elements are empty values: 0.

You refer to the elements by using curly braces. For example, MyArray2 refers to the second element in the array MyArray. For two-dimensional arrays you refer to individual elements by using two sets of curly braces. For example, MyArray35 refers to the third row and fifth column.

See also: Size f rray