

# C++ Arrays Graphic

```
string Tools[3] = {"Hammer", "Snips", "Pliers"};
```

**Declare array type,  
name & size**

**Place  
value in  
each  
element**



**string Tools[3]**

**Hammer**

**Snips**

**Pliers**

**Tools[0]**

**Tools[1]**

**Tools[2]**

**Declare the array  
of type "string",  
named "Tools"  
with 3 elements  
inside it**

**Index numbers for each element,  
starting at zero**