Reinitializes a byte array to the given value in an optimized way: byteArraySet

```
/*
* CVS identifier:
*
* $Id: ArrayUtil.java,v 1.10 2000/09/05 09:25:15 grosbois Exp
$
*
* Class: ArrayUtil
*
* Description: Utillities for arrays.
*
*
*
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*
* This software module was originally developed by Raphaël
Grosbois and
* Diego Santa Cruz (Swiss Federal Institute of Technology-
EPFL); Joel
* Askelöf (Ericsson Radio Systems AB); and Bertrand Berthelot,
David
* Bouchard, Félix Henry, Gerard Mozelle and Patrice Onno
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JPEG2000
* standard as specified by ISO/IEC 15444 (JPEG 2000 Standard).
This
* software module is an implementation of a part of the JPEG
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* Standard. Swiss Federal Institute of Technology-EPFL,
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```
*
*
*
*/
using System;
namespace CSJ2K.j2k.util
{

///

This class contains a colleaction of utility static methods
for arrays.
///
///
public class ArrayUtil
{

///

The maximum array size to do element by element copying,
larger
/// arrays are copyied in a n optimized way.
///
public const int MAX_EL_COPYING = 8;

///

The number of elements to copy initially in an optimized array
copy
public const int INIT_EL_COPYING = 4;

///

Reinitializes a byte array to the given value in an optimized
way. If
/// the length of the array is less than MAX_EL_COPYING, then
the array
/// is set element by element in the normal way, otherwise the
first
/// INIT_EL_COPYING elements are set element by element and
then
```

```
/// System.arraycopy is used to set the other parts of the
array.
///
///
/// The array to set.
///
///  /// The value to set the array to.
///
///
///
///  public static void byteArraySet(byte[] arr, byte val)
{
int i, len, len2;

len = arr.Length;
// Set array to 'val' in an optimized way
if (len < MAX_EL_COPYING) { // Not worth doing optimized way
for (i = len - 1; i >= 0; i–)
{
// Set elements
arr[i] = val;
}
}
else
{
// Do in optimized way
len2 = len >> 1;
for (i = 0; i < INIT_EL_COPYING; i++) { // Set first elements
arr[i] = val; } for (; i <= len2; i <
```