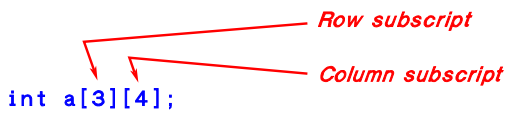
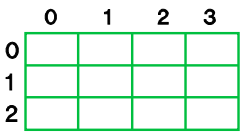
2-D Arrays




```
int a[3][4];

for(i = 0; i < 3; i++)
   for(j = 0; j < 4; j++)
      a[i][j] = 0;
```

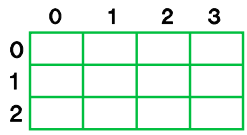


Rowwise Operations

For rowwise operations, the column subscript varies faster

```
int a[3][4];

for(i = 0; i < 3; i++)
   for(j = 0; j < 4; j++)
      cin >> a[i][j];
```



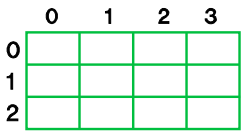
Note that rowwise input/output is the "natural" way to do it!

Columnwise Operations

For columnwise operations, the row subscript varies faster

```
int a[3][4];

for(j = 0; j < 4; j++)
   for(i = 0; i < 3; i++)
      cin >> a[i][j];
```



What would this output look like?

```
for(j = 0; j < 4; j++)
  {
   for(i = 0; i < 3; i++)
      cout << a[i][j] << ' ';
   cout << endl;
  }
```

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