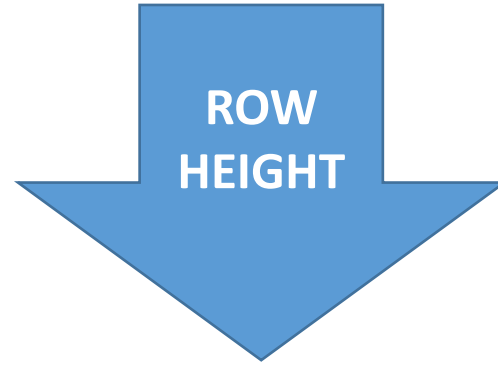
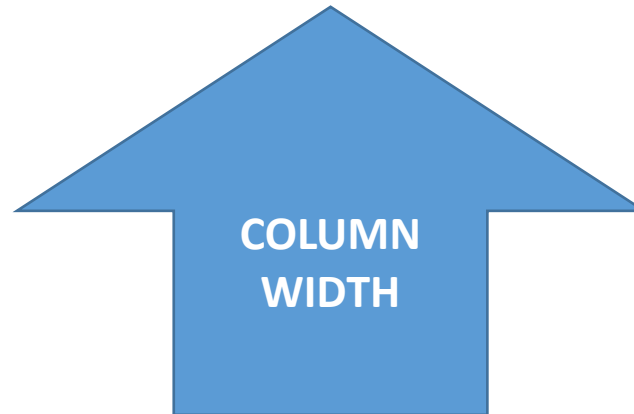


2D Arrays



myMatrix [n] [m]



8.7 Focus on Languages: C++

- Two-Dimensional Arrays in C++

- Here is a declaration of a two-dimensional array with three rows and four columns:

```
double scores[3][4];
```

- The elements in row 0 are referenced as:

```
scores[0][0]  
scores[0][1]  
scores[0][2]  
scores[0][3]
```

- The elements in row 1 are referenced as:

```
scores[1][0]  
scores[1][1]  
scores[1][2]  
scores[1][3]
```

- And so on...

Exercise 1

Develop C++ program to built the following 2-dimensional array

		0	1	2	3	4
jimmy {	0	1	2	3	4	5
	1	2	4	6	8	10
	2	3	6	9	12	15

Exercise 1

		0	1	2	3	4
jimmy {	0	1	2	3	4	5
	1	2	4	6	8	10
	2	3	6	9	12	15

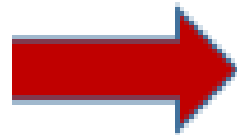
The formula

jimmy[n][m] = (n+1) * (m+1) ;

```
9  #include <iostream>
10 #include <iomanip> // This for setw()
11 using namespace std;
12
13 #define WIDTH 5
14 #define HEIGHT 3
15
16 int jimmy [HEIGHT][WIDTH]; // Global variable
17 int n,m, xin; // Global variable
18
19 int main ()
20 { cout<<" === Developed by ---- ==="<<endl;
21   // To build the matix
22   for (n=0;n<HEIGHT; n++)
23     for (m=0;m<WIDTH; m++)
24     {
25       jimmy[n][m]=(n+1)*(m+1);
26     }
27 }
```

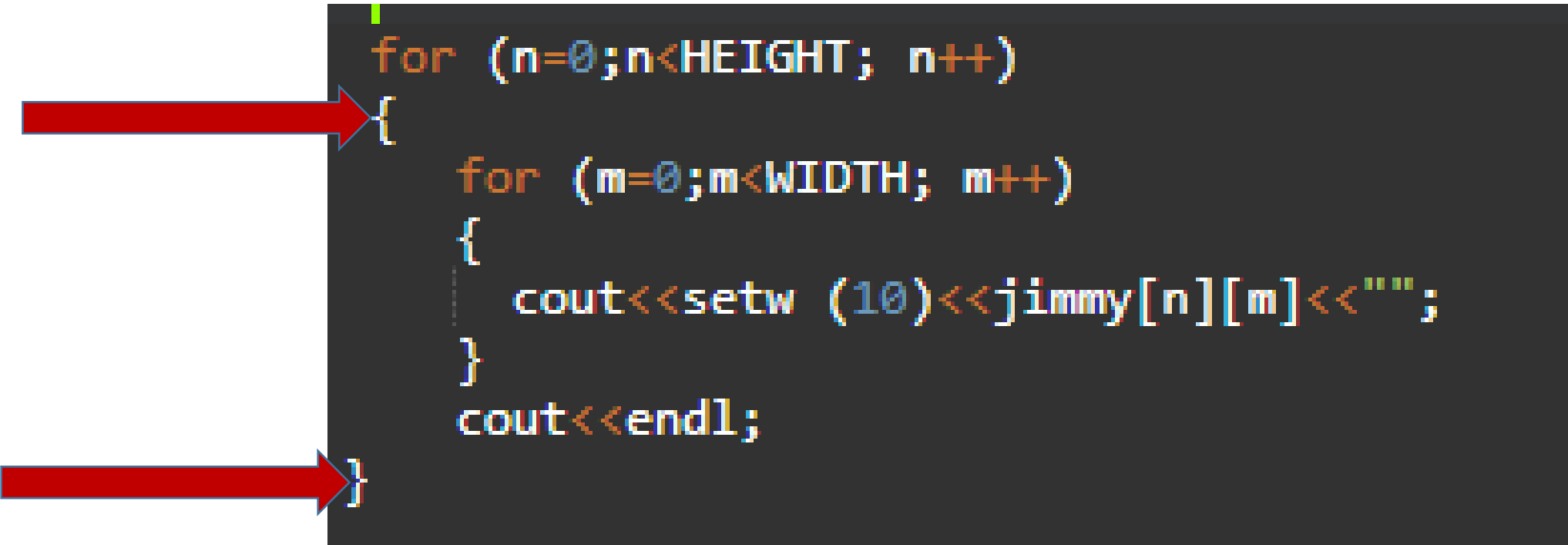
Exercise 1B Show the 2D Array on the screen

```
for (n=0 ; n<HEIGHT; n++)  
{  
    for (m=0 ; m<WIDTH; m++)  
    {  
        cout<<jimmy[n] [m]<<" ";  
    }  
    cout<<endl;  
}
```



SETW() Sets the number of characters to be used as the *field width* for the next insertion operation.

#include <iomanip> *must be there to use setw()*



```
for (n=0;n<HEIGHT; n++)  
{  
    for (m=0;m<WIDTH; m++)  
    {  
        cout<<setw (10)<<jimmy[n][m]<<" ";  
    }  
    cout<<endl;  
}
```



```
19 int main ()
20 { cout<<" == Developed by ---- =="<<endl;
21   // To build the matix
22   for (n=0;n<HEIGHT; n++)
23     for (m=0;m<WIDTH; m++)
24     {
25       jimmy[n][m]=(n+1)*(m+1);
26     }
27
28   // To display the matix
29
30   cout<<"  Original Matrix "<<endl;
31   for (n=0;n<HEIGHT; n++)|
32   {
33     for (m=0;m<WIDTH; m++)
34     {
35       cout<<setw (10)<<jimmy[n][m]<<" ";
36     }
37     cout<<endl;
38   }
```

Exercise 2

Write a program that populates a two-dimensional (2X3) array where *user can enter* the values for each cell.

```
#include <iostream>

#define height 2
#define width 3

using namespace std;

int x,y; // Global Variable

int main ()
{
    int myMatirx[height][width];    // 2D array defined

    for (x=0; x<height; x++)
        for (y=0; y<width; y++)
        {
            cout <<"Enter the value\n";
            cin >> myMatirx [x][y];
            cout << "\n\n";
        }
    return 0;
}
```

Assignment 1

Update the code; Generate a 3x3 2D-array where user can enter the values for each cell. And, display the matrix

```
Developed by ----
```

1	2	3	4	5
2	4	6	8	10
3	6	9	12	15

Use SETW() to have nice matrix layout



DELIVERABLE :

Once you developed the c++ program, then execute/run the code. Save it LastNameW9A1.CPP

Assignment 2

Update the given exercise :

To populate 3X3 matrix. Name this one as `myMatrix [3][3]`

- Ask user to enter a value for each cell.
- Show this matrix on the screen
- Secondly, Ask user to enter an integer number to add all members of the developed matrix. Adding one number to each number in the whole matrix
- Add given value to all members of the matrix. This matrix should be named as `myUpdatedMatrix`
- Show this new matrix on the screen

Assignment 2 | Expected output

```
=== Developed by ---- ===
```

```
Original Matrix
```

1	2	3	4	5
2	4	6	8	10
3	6	9	12	15

```
Please enter the integer value to add 88
```

```
Updated Matrix
```

89	90	91	92	93
90	92	94	96	98
91	94	97	100	103



DELIVERABLE :

Once you developed the c++ program, then execute/run the code. Save it LastNameW9A2.CPP