C++ MULTI-DIMENSIONAL ARRAYS

C++ allows multidimensional arrays. Here is the general form of a multidimensional array declaration:

```cpp
type name[size1][size2]...[sizeN];
```

For example, the following declaration creates a three dimensional 5 x 10 x 4 integer array:

```cpp
int threedim[5][10][4];
```

**Two-Dimensional Arrays:**

The simplest form of the multidimensional array is the two-dimensional array. A two-dimensional array is, in essence, a list of one-dimensional arrays. To declare a two-dimensional integer array of size x,y, you would write something as follows:

```cpp
type arrayName [ x ][ y ];
```

Where `type` can be any valid C++ data type and `arrayName` will be a valid C++ identifier.

A two-dimensional array can be think as a table, which will have x number of rows and y number of columns. A 2-dimensional array `a`, which contains three rows and four columns can be shown as below:

```
Row 0
<table>
<thead>
<tr>
<th>Column 0</th>
<th>Column 1</th>
<th>Column 2</th>
<th>Column 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>a[0][0]</td>
<td>a[0][1]</td>
<td>a[0][2]</td>
<td>a[0][3]</td>
</tr>
</tbody>
</table>

Row 1
<table>
<thead>
<tr>
<th>Column 0</th>
<th>Column 1</th>
<th>Column 2</th>
<th>Column 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>a[1][0]</td>
<td>a[1][1]</td>
<td>a[1][2]</td>
<td>a[1][3]</td>
</tr>
</tbody>
</table>

Row 2
<table>
<thead>
<tr>
<th>Column 0</th>
<th>Column 1</th>
<th>Column 2</th>
<th>Column 3</th>
</tr>
</thead>
</table>
```

Thus, every element in array `a` is identified by an element name of the form `a[i][j]`, where `a` is the name of the array, and `i` and `j` are the subscripts that uniquely identify each element in `a`.

**Initializing Two-Dimensional Arrays:**

Multidimensioned arrays may be initialized by specifying bracketed values for each row. Following is an array with 3 rows and each row have 4 columns.

```cpp
int a[3][4] = {
    {0, 1, 2, 3},  // initializers for row indexed by 0 */
    {4, 5, 6, 7},  // initializers for row indexed by 1 */
    {8, 9, 10, 11} // initializers for row indexed by 2 */
};
```

The nested braces, which indicate the intended row, are optional. The following initialization is equivalent to previous example:

```cpp
int a[3][4] = {0,1,2,3,4,5,6,7,8,9,10,11};
```

**Accessing Two-Dimensional Array Elements:**

An element in 2-dimensional array is accessed by using the subscripts, i.e., row index and column index of the array. For example:

```cpp
int val = a[2][3];
```
The above statement will take 4th element from the 3rd row of the array. You can verify it in the above diagram.

```cpp
#include <iostream>
using namespace std;

int main ()
{
    // an array with 5 rows and 2 columns.
    int a[5][2] = { {0,0}, {1,2}, {2,4}, {3,6},{4,8}};

    // output each array element's value
    for ( int i = 0; i < 5; i++ )
        for ( int j = 0; j < 2; j++ )
            cout << "a[" << i << "][" << j << "]: ";
            cout << a[i][j]<< endl;
    return 0;
}
```

When the above code is compiled and executed, it produces the following result:

```
a[0][0]: 0
a[0][1]: 0
a[1][0]: 1
a[1][1]: 2
a[2][0]: 2
a[2][1]: 4
a[3][0]: 3
a[3][1]: 6
a[4][0]: 4
a[4][1]: 8
```

As explained above, you can have arrays with any number of dimensions, although it is likely that most of the arrays you create will be of one or two dimensions.