



MULTIPLICATION TABLE

`multtab.cpp`

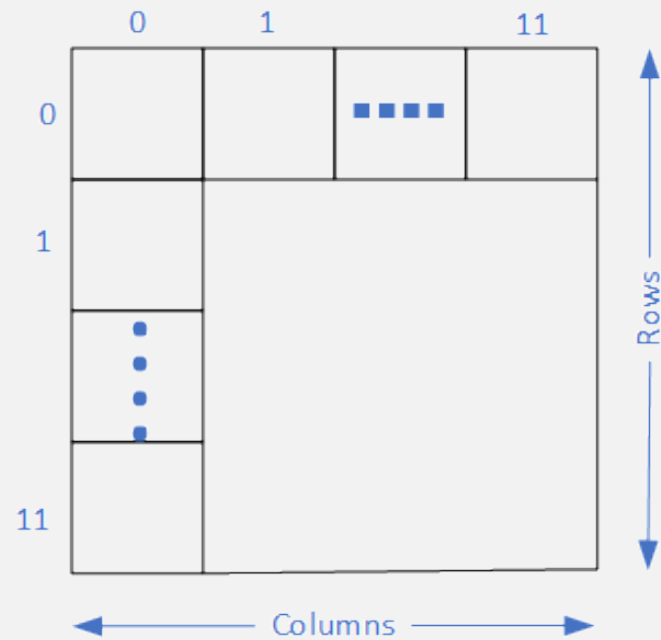
MATRIX: TWO-DIMENSIONAL ARRAY

$$A = \begin{array}{c} \left[\begin{array}{ccccc} a_{1,1} & a_{1,2} & a_{1,3} & \dots & a_{1,n} \\ a_{2,1} & a_{2,2} & a_{2,3} & \dots & a_{2,n} \\ a_{3,1} & a_{3,2} & a_{3,3} & \dots & a_{3,n} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ a_{m,1} & a_{m,2} & a_{m,3} & \dots & a_{m,n} \end{array} \right. \end{array} \begin{array}{l} \text{Columns} \\ \text{Rows} \end{array}$$

$$a_{i,j} = a_{\text{row,col}}$$

TWO-DIMENSIONAL ARRAY

- `int table[12][12];`
- 0-indexed
 - $0 \leq i < 12$
 - $0 \leq j < 12$





FILLING THE TABLE

```
for (int row = 1; row <= 12; row++)  
    for (int col = 1; col <= 12; col++)  
        table[row - 1][col - 1] = row * col;
```

```
for (int row = 1; row <= 12; row++)  
{  
    for (int col = 1; col <= 12; col++)  
    {  
        table[row - 1][col - 1] = row * col;  
    }  
}
```



PRINTING THE TABLE

```
for (int row = 0; row < 12; row++)
{
    for (int col = 0; col < 12; col++)
        cout << setw(4) << table[row][col];
    cout << endl;
}
```



TWO-DIMENSIONAL ARRAY FUNCTION PARAMETERS

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

void fill_table(int tab[][12]);
void print_table(int tab[][12]);
```

```
int main()
{
    int    table[12][12];

    fill_table(table);
    print_table(table);

    return 0;
}
```



FILLING THE ARRAY WITH A FUNCTION

```
void fill_table(int tab[12][12])
{
    for (int row = 1; row <= 12; row++)
        for (int col = 1; col <= 12; col++)
            tab[row - 1][col - 1] = row * col;
}
```

```
void fill_table(int tab[][12], int nrows)
{
    for (int row = 1; row <= nrows; row++)
        for (int col = 1; col <= 12; col++)
            tab[row - 1][col - 1] = row * col;
}
```



PRINTING THE ARRAY WITH A FUNCTION

```
void print_tab(int tab[][12], int nrows)
{
    for (int row = 0; row < nrows; row++)
    {
        for (int col = 0; col < 12; col++)
            cout << setw(4) << tab[row][col];
        cout << endl;
    }
}
```