## 1. <u>Make 2D Array in C++ and print left diagonal and right diagonal</u> sum of a 3x3 matrix.

```
#include<iostream>
 using namespace std;
int main(){
 int array[3][3],leftdi=0,rightdi=0;
 cout<<"enter values from left to right then proceeding downwards"<<endl;
for(int i=0;i<=2;i++){
    for (int j=0;j<=2;j++) {
     cout<<"enter value:";
      cin>>array[i][j];
     }
     for (int i=0;i<=2;i++) {
         leftdi+=array[i][i];
     cout<<"sum of left diagonal is "<<leftdi<<endl;
     for (int i=0;i<=2;i++) {
         rightdi+=array[i][2-i];
     cout<<"sum of right diagonal is "<<rightdi;
```

```
enter values from left to right then proceeding downwards
enter value:1
enter value:2
enter value:3
enter value:4
enter value:5
enter value:6
enter value:7
enter value:8
enter value:9
sum of left diagonal is 15
Process returned 0 (0x0) execution time : 6.466 s
Press any key to continue.
```

2. Write a function to add two 2D arrays of size 3x3.					

```
array3[i][j]=array1[i][j]+array2[i][j];
int main()
int array3[3][3]={{0,0,0},{0,0,0},{0,0,0}};
cout <<"ENTER VALUES FOR ARRAY1"<< endl;</pre>
    for(int i=0;i<=2;i++){
        for(int j=0;j<=2;j++){
         cin>>arrayl[i][j];
        }}
        cout <<"ENTER VALUES FOR ARRAY2"<< endl;
     for(int i=0;i<=2;i++) {
       for(int j=0;j<=2;j++){
        cin>>array2[i][j];
    addarays(arrayl,array2,array3);
     cout <<"SUM OF ARRAYS IS"<< endl;
      for(int i=0;i<=2;i++){
        for(int j=0;j<=2;j++){
         cout <<array3[i][j]<< endl;</pre>
 - } }
     return 0;
```

```
ENTER VALUES FOR ARRAY1

1
2
3
4
5
6
7
8
9
ENTER VALUES FOR ARRAY2
1
2
3
4
5
6
7
8
9
SUM OF ARRAYS IS
2
4
6
8
10
12
14
16
18
```

## 3. Using 2D arrays in C++, take transpose of a 3x3 matrix. Make a transpose function

```
const int rows=3, col=3;
void transpose(int array[rows][col]) {
     int temp;
     for (int i= 0; i < col; ++i) {
         for (int j = i+1; j < col; j++) {
             temp = array[i][j];
             array[i][j] = array[j][i];
             array[j][i] = temp;
         }
     }
_ }
int main()
∃ {
     int arrayl[3][3];
    cout <<"Enter your values for first array"<< endl;</pre>
     for(int i=0;i<=2;i++){
         for(int j=0;j<=2;j++){
          cin>>arrayl [i][j];
         }}
         transpose (arrayl);
          cout <<"transpose of the array is"<< endl;</pre>
         for(int i=0;i<=2;i++){
         for(int j=0;j<=2;j++){
         cout<<arrayl[i][j];
         cout<<endl;}
     return O:
```

```
Enter your values for first array

1
2
3
4
5
6
7
8
9
transpose of the array is
147
258
369

Process returned 0 (0x0) execution time : 4.598 s
Press any key to continue.
```

## 4.Using 2D arrays in C++, implement 3x3 matrix multiplication. Make a function.

```
result[i][j] += arrayl[i][z] * array2[z][j];
 int main()
| int array2[3][3], array1[3][3];
| int array3[3][3]={{0,0,0},{0,0,0},{0,0,0}};
| cout <<"Enter your values for first array"<< endl;</pre>
      for(int i=0;i<=2;i++){
           for(int j=0;j<=2;j++) {
           cin>>arrayl[i][j];
           cout <<"Enter your values for second array"<< endl;</pre>
      for(int i=0;i<=2;i++) {
   for(int j=0;j<=2;j++) {</pre>
          cin>>array2[i][j];
          }}
      cout << "your resultant array is" << endl;</pre>
      multiplication(arrayl,array2,array3);
       cout <<"pre>cout of both arrays isS"<< endl;</pre>
        for(int i=0;i<=2;i++) {
          for(int j=0;j<=2;j++){
           cout <<array3[i][j]<< endl;</pre>
```

```
Enter your values for first array

1
2
3
4
5
6
7
8
9
Enter your values for second array
1
2
3
4
5
6
6
7
8
9
your resultant array is addittion of both arrays isS
30
36
42
66
81
96
102
```

## 5. Print the multiplication table of 15 using recursion.

```
#include <iostream>
 using namespace std;
void multiplationtable(int mynum, int start) {
     if (start > 10) {
         return;
     else{
     int product=mynum * start;
     cout<<mynum<<"*"<<start<<"="<<pre>product<<endl;</pre>
     multiplationtable (mynum, start+1);
     }
     }
∃int main(){
     int start=0;
     cout << "table of 15 is" << endl;
     multiplationtable (15, start);
     return 0;
```

```
table of 15 is
15*0=0
15*1=15
15*2=30
15*3=45
15*4=60
15*5=75
15*6=90
15*7=105
15*8=120
15*9=135
15*10=150

Process returned 0 (0x0) execution time : 0.078 s
Press any key to continue.
```