

Solution Review: Print a Matrix

In this review, solution of the challenge 'Print a Matrix' from the previous lesson is provided.

We'll cover the following

- Solution
- How does the above code work?

Solution

```
class TwoDimArr {  
    public static void main( String args[] ) {  
        int n = 3;  
        int[][] arr = new int[n][n];  
        for (int i = 0; i < arr.length; i++) { //assign values to the arr  
            for (int j = 0; j < arr.length; j++) {  
                if (i == j) { //if row=column=> fill the matrix with 0  
                    arr[i][j] = 0;  
                } else if (i > j) { //if row>columns=> fill matrix with -1  
                    arr[i][j] = -1;  
                } else { //if row<columns=> fill matrix with 1  
                    arr[i][j] = 1;  
                }  
            }  
        }  
        for (int i = 0; i < arr.length; i++) { //print the array  
            for (int j = 0; j < arr.length; j++) {  
                System.out.print(arr[i][j] + " ");  
            }  
            System.out.println();  
        }  
    }  
}
```



How does the above code work?

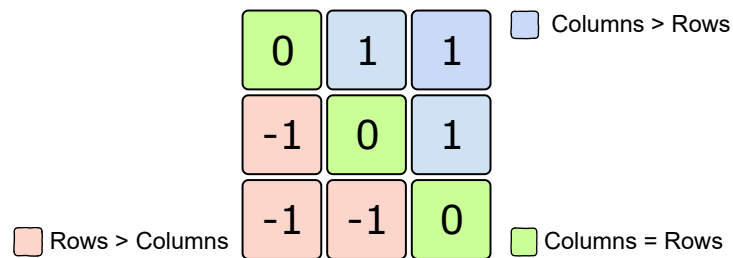
In the above solution, we have to initialize an array using nested loops having:

- All the diagonal elements as **0** which means: when the *row index*: **i** is **equal** to the *column index*: **j** we store zeros in the array.
- All the elements on the lower side of the diagonal as **-1** which means: when

Fill the elements on the lower side of the diagonal as **-1** which means: when the *row index: i* is **greater** than the *column index: j* we store **-1** in the array.

- All the elements on the upper side of the diagonal as **1** which means: when the *row index: i* is **lesser** than the *column index: j* we store **1** in the array.
- After initialization, we have implemented nested loops once again to print the array.

For clearer understanding refer to the below picture:



Let's solve another challenge related to two-dimensional arrays in the upcoming lesson.