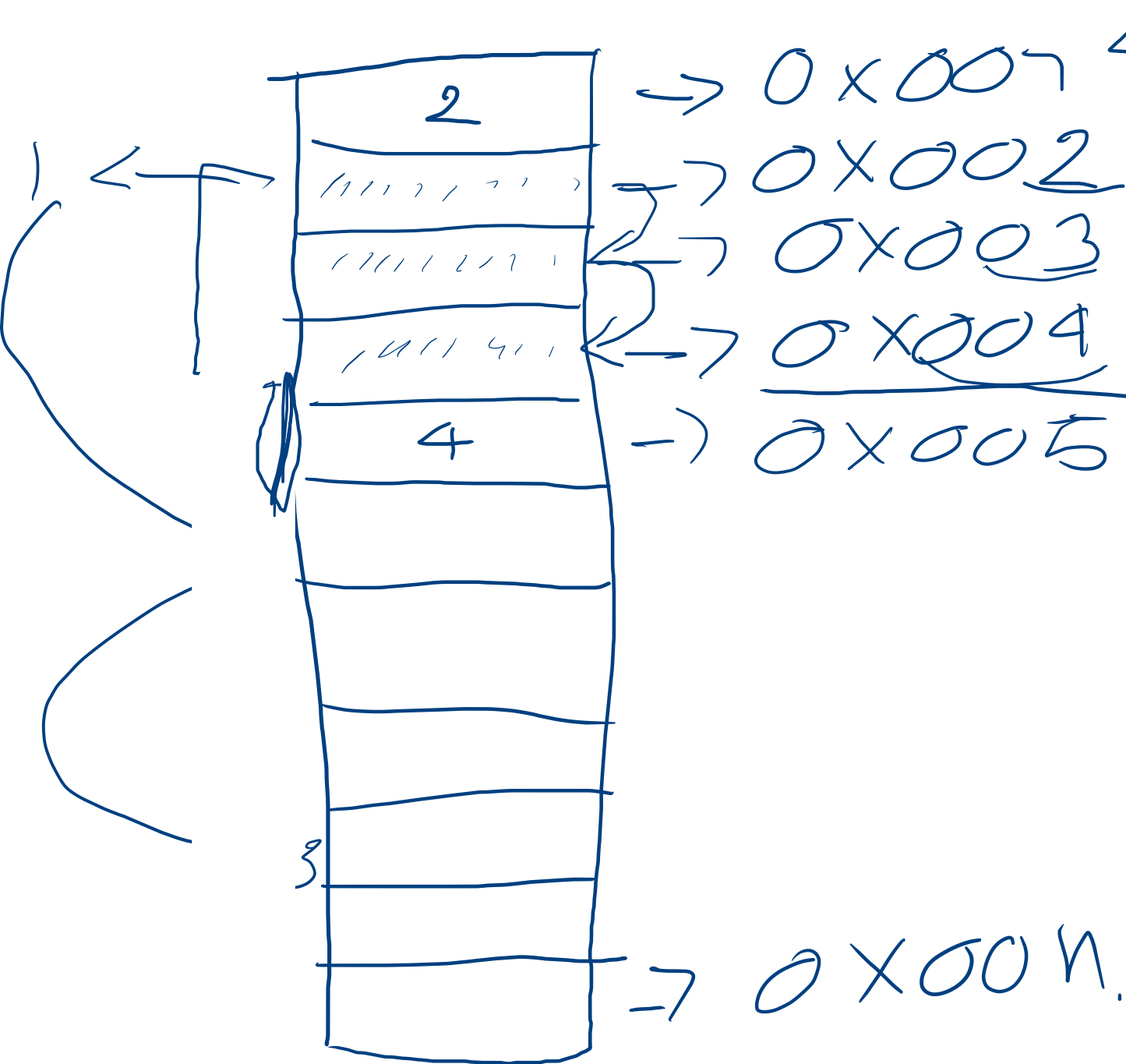


Creando variable

int numero = 2;

Memoria



cout << numero;

arreglo de 3 pos.

numeros

tam = 3

int num2 = 4; 0 - 2

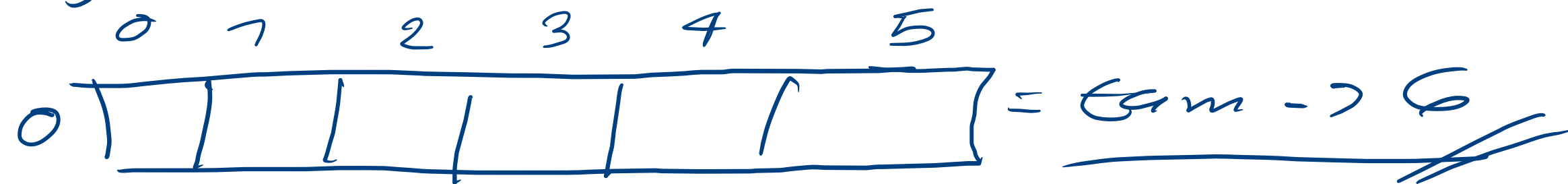
"indexar" →

Ø

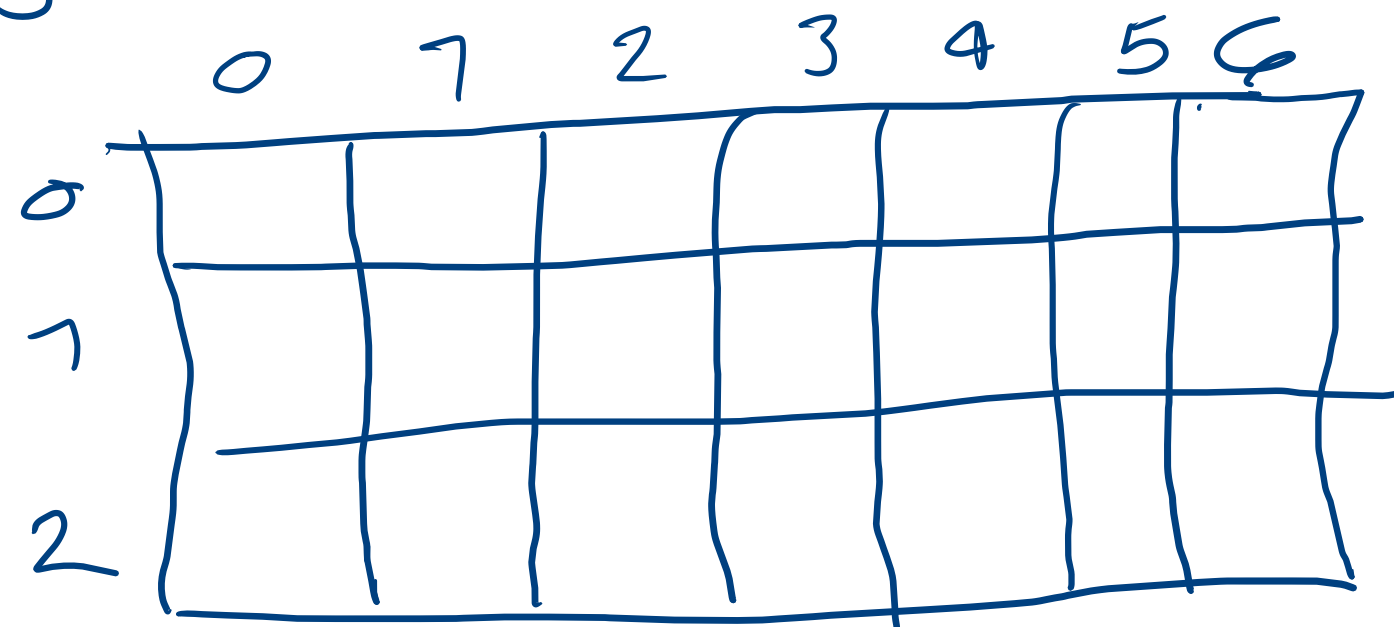
↓

tam - 1

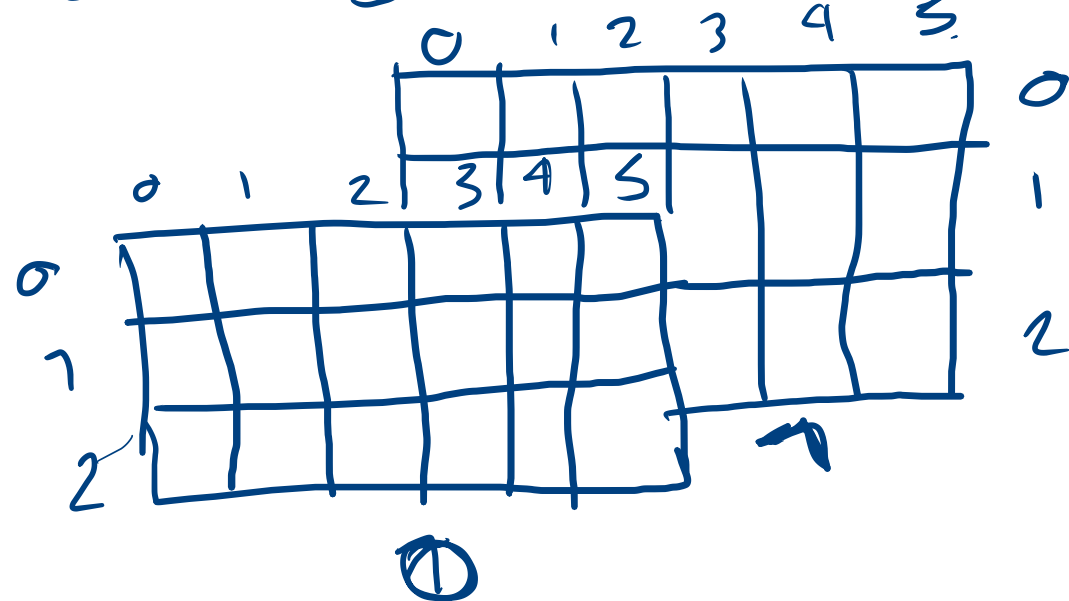
Arreglos de 1 dimension



Arreglos de 2 dimensiones



Arreglos de 3 dimensiones



[4][5][5]