

MATRICI

0 1 2 3 4

← COLONNE

0
1
2
3
4

		64		

[1][2]

Righe

```
#define DIM 3
int mat[DIM][DIM] = { 1, 2, 3 ;
                      4, 5, 6 ;
```

```
( int mat[DIM][DIM] = { 0 } ) 7, 8, 9 } ;
```

```
mat[1][2] = 10;
```

```
int i;  
int j;
```

```
for(i=0; i < DIM; i++) {
```

```
    for(j=0; j < DIM; j++) {
```

```
        printf("%d", MAT[i][j]);
```

```
    }
```

```
    printf("\n");
```

```
}
```

```
void stampMat (int _mat[][DIM], int dimX, int dimY) {
```

```
    int i;  
    int j;
```

```
    For (i=0; i < dimX; i++) {
```

```
        For (j=0; j < dimY; j++) {
```

```
            printf("%d", _mat[i][j]);  
        }
```

```
        printf("\n");  
    }
```

```
}
```

```
int maxMat(int _mat[][DIM], int DIMX, int DIM) {
```

```
    int _max = _mat[0][0];
```

```
    int i, j;
```

```
    FOR(i=0; i<DIMX; i++) {
```

```
        FOR(j=0; j<DIM; j++) {
```

```
            IF(_mat[i][j] > _max) {
```

```
                _max = _mat[i][j];
```

```
            }
```

```
        }
```

```
    }
```

```
    return(_max);
```

```
}
```

```
void diagMat(int mat[][dim], int dimx, int dimy) {  
    int i, j;
```

```
    for (i = 0; i < dimx; i++) {
```

```
        for (j = 0; j < dimx; j++) {
```

```
            if (i == j) {
```

```
                printf("%d", mat[i][j]);  
            }
```

```
        }
```

```
    }
```

