## Initializing | Coursera



coursera.org/learn/pointers-arrays-recursion/supplement/ks9yY/initializing

## Initializing

## Initializing

We can initialize a multidimensional array in the same line that we declare it by using a braced initializer, as we can for a one dimensional array. In the case of a multidimensional array, we should remember that each element of the array is itself an array, and write a braced initializer for it:

```
1
2
3
4
double myMatrix[4][3] = { \{1.0, 2.5, 3.2\}, //elements of myMatrix[0]
                         {7.9, 1.2, 9.9}, //elements of myMatrix[1]
                         \{8.8, 3.4, 0.0\}, //elements of myMatrix[2]
                          {4.5, 9.2, 1.6} }; //elements of myMatrix[3]
```



When we initialize an array in this fashion we can leave off the first dimension, as the compiler can determine how many elements there are from the initializer:

```
1
2
3
4
5
//also legal: removed the 4 from the []
double myMatrix[][3] = { \{1.0, 2.5, 3.2\}, //elements of myMatrix[0]
                         {7.9, 1.2, 9.9},
                                             //elements of myMatrix[1]
```

```
{8.8, 3.4, 0.0}, //elements of myMatrix[2]
{4.5, 9.2, 1.6} }; //elements of myMatrix[3]
```



You may not elide the second dimension's size specification, even when you provide a complete initializer. You may also elide the first dimension's size when you are declaring a parameter for a function, but may not elide any other dimension's size.

A multidimensional array is not limited to two dimensions. For more dimensions, you can write additional []s specifying the size of each additional dimension:

All of the same rules apply to these arrays with more dimensions. If we write x[1], we get a pointer to the 2-D array which is the 1st element of x. If we write x[1][1], we get a pointer to the 1-D array of ints which is the 1st element of that array, and if we write x[1][1][4], we get int which is the 4th element of that array. We can also initialize these arrays with braced initializers if we want to (although writing the initializer for a large array with many dimensions will likely take a significant amount of time).



## Completed