

```
#include <stdio.h>
```

```
#define ROWS 3
```

```
#define COLS 3
```

```
void calculateSum(int mat[ROWS][COLS]) {
```

```
    int rowSum[ROWS] = {0};
```

```
    int colSum[COLS] = {0};
```

```
    // Calculate row sums
```

```
    for (int i = 0; i < ROWS; i++) {
```

```
        for (int j = 0; j < COLS; j++) {
```

```
            rowSum[i] += mat[i][j];
```

```
        }
```

```
    }
```

```
    // Calculate column sums
```

```
    for (int j = 0; j < COLS; j++) {
```

```
        for (int i = 0; i < ROWS; i++) {
```

```
            colSum[j] += mat[i][j];
```

```
        }
```

```
    }
```

```
    // Print row sums
```

```
    printf("Row sums:\n");
```

```
    for (int i = 0; i < ROWS; i++) {
```

```
        printf("Row %d: %d\n", i + 1, rowSum[i]);
```

```
    }
```

```
    // Print column sums
```

```
    printf("Column sums:\n");
```

```
    for (int j = 0; j < COLS; j++) {  
        printf("Column %d: %d\n", j + 1, colSum[j]);  
    }  
}
```

```
int main() {  
    int matrix[ROWS][COLS] = {{1, 2, 3},  
                                {4, 5, 6},  
                                {7, 8, 9}};  
  
    calculateSum(matrix);  
  
    return 0;  
}
```