```c
//30 avg 2d
#include <stdio.h>
int main()
{
        int con;
        con = 1;

        while(con == 1)

        {
                int a[10][10], b[10][10], c[10][10], i, j, s1, s2;

                float sum, avg;

                sum = 0;

                avg = 0;

                printf("input first slot size (not more than 10) : ");

                scanf("%d", &s1);

                printf("input secound slot size (not more than 10) : ");

                scanf("%d", &s2);

                if((s1 > 0 && s1 <10) && (s2 > 0 && s2 < 10))

                {
                        for(i = 0 ; i <s1 ; i++)

                        {
                                for(j = 0 ; j < s2 ; j++)

                                {
                                        a[i][j] = 0 ;

                                        b[i][j] = 0 ;

                                        c[i][j] = 0 ;

                                        printf("input a[%d][%d] : ", i, j);
                                        scanf("%d", &a[i][j]);
                                        printf("input b[%d][%d] : ", i, j);
                                        scanf("%d", &b[i][j]);
                                        c[i][j] = a[i][j] * b[i][j] ;

                                }
                        }
                        //print

                        for(i = 0 ; i <s1 ; i++)

                        {
                                for(j = 0 ; j < s2 ; j++)

                                {
                                        printf("c[%d][%d] = %d\n", i, j, c[i][j]);

                                        sum += c[i][j];

                                }
                        }
```

```c
                avg = sum / (s1*s2);

                printf("average = %.2f\n", avg);

        }
        else
        {

                printf("wrong input\n");

        }


        printf("continues ? (1 for continues) : ");

        scanf("%d", &con);

    }
}
```