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//34 avg 2d function
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```
#include <stdio.h>
```

```
void calculate();
```

```
int main()
```

```
{
    int con;
    con = 1;
    while(con == 1)
    {
        calculate();

        printf("continues ? (1 for continues) : ");
        scanf("%d", &con);
    }
}
```

```
void calculate()
```

```
{
    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 second 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];
            }
        }
        avg = sum / (s1*s2);
        printf("average = %.2f\n", avg);
    }
    else
    {
        printf("wrong input\n");
    }
}
```