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//32 default array 2D&3D function
#include <stdio.h>
void arr2();
void arr3();
int arr2d[10][10], arr3d[10][10][10], i, j, k, s1, s2, s3;
int main()
        int con, choice;
        con = 1;
        while(con == 1)
        {
                 printf("choose an array (2 for 2D, 3 for 3D) : ");
                 scanf("%d", &choice);
                 if(choice == 2)
                 {
                         arr2();
                 }
                 else if (choice == 3)
                 {
                         arr3();
                 }
                 else
                         printf("wrong input\n");
                 }
                 printf("continues ? (1 for continues) : ");
                 scanf("%d", &con);
        }
}
void arr2()
{
        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))
        {
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for(i = 0; i < s1; i++)
                 {
                          for(j = 0; j < s2; j++)
                                   arr2d[i][j] = 0;
                          }
                 }
                 //print
                 for(i = 0; i < s1; i++)
                 {
                          for(j = 0; j < s2; j++)
                          {
                                   printf("Array 2D [%d][%d] = %d\n",i ,j, arr2d[i][j]);
                          }
                 }
        }
        else
        {
                 printf("wrong input\n");
        }
}
void arr3()
{
         printf("input first slot size (not more than 10) : ");
        scanf("%d", &s1);
        printf("input secound slot size (not more than 10) : ");
        scanf("%d", &s2);
        printf("input third slot size (not more than 10) : ");
        scanf("%d", &s3);
        if((s1 > 0 && s1 <10) && (s2 > 0 && s2 < 10) && (s3 > 0 && s3 < 10))
        {
                 for(i = 0; i < s1; i++)
                 {
                          for(j = 0; j < s2; j++)
                          {
                                   for(k = 0; k < s3; k++)
                                   {
                                            arr3d[i][j][k] = 0;
                                   }
                          }
```

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}
        //print
        for(i = 0; i <s1; i++)
        {
                for(j = 0; j < s2; j++)
                {
                         for(k = 0; k < s3; k++)
                         {
                                 printf("Array 3D [%d][%d][%d] = %d\n",i ,j, k, arr3d[i][j][k]);
                         }
                }
        }
}
else
{
        printf("wrong input\n");
}
```

}