//28 default array 2D&3D

#include <stdio.h>

int main()

{

int con, arr2d[10][10], arr3d[10][10][10], i, j, k, choice, s1, s2, s3;

con = 1;

while(con == 1)

{

printf("choose an array (2 for 2D, 3 for 3D) : ");

scanf("%d", &choice);

if(choice == 2 || choice == 3)

{

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))

{

if(choice == 2)

{

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

{

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

{

arr2d[i][j] = 0 ;

}

}

}

else if(choice == 3)

{

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

scanf("%d", &s3);

if(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 ;

}

}

}

}

else

{

printf("wrong input\n");

}

}

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

{

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

{

if(choice == 2)

{

printf("Array 2D [%d][%d] = %d\n",i ,j, arr2d[i][j]);

}

if(choice == 3)

{

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");

}

}

else

{

printf("wrong input\n");

}

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

scanf("%d", &con);

}

}