**Day 71/180 Dynamic Memory Allocation of 2D and 3D arrays**

1: int arr[3][4],

cout<<arr;

cout<<arr[0]

cout<<arr[0][0]

What will be the output of the program and show us the proper reason behind it.

2: How memory is deallocated in case of dynamically created 3D arrays in c++.

3: Dynamically create 4D arrays in C++.