

## TWO DIM. ARRAY ( MATRIX )

```
int a [2] [3];
```

row col

$a[0][0]$     $a[0][1]$     $a[0][2]$



$a[1][0]$     $a[1][1]$     $a[1][2]$

// INPUT AND PRINT MATRIX

```
#include<stdio.h>
```

```
int main()
```

```
{ int a[10][10], i, j, m, n ;
```

```
printf(" ENTER ROW AND COL \n " );  
scanf("%d%d" , &m , &n);  
  
printf(" ENTER MATRIX ELEMENTS \n ");  
for( i = 0 ; i < m ; i++ ) // ROWS  
{  
    for( j = 0 ; j < n ; j++ ) // COLS  
    {  
        scanf("%d", &a[i][j]);  
    }  
} // INPUT MATRIX  
  
printf(" MATRIX A \n");  
for( i = 0 ; i < m ; i++)  
{  
    for( j = 0 ; j < n ; j++)
```

```
        {      printf("%4d",a[i][j]);  
        }  
  
        printf("\n");  
    } // PRINT MATRIX  
  
}  
  
/*
```

---

row = m = 2 ; col = n = 3;

$m=2$   
 $n=3$       for     $i=0$    to    $1$

$i=0$     $j=0$    to    $2$

$a_{00}$	$a_{01}$	$a_{02}$	$a_{10}$	$a_{11}$	$a_{12}$
10	20	30	40	50	60

$j=0$     $a[0][0] = 10$    10

$j=1$     $a[0][1] = 20$    20

$j = 2 \quad a[0][2] = 30$       ~~10 20 30~~

-----  
 $I = 1 \quad j = 0 \text{ to } 2$       40 50 60

$J = 0 \quad a[1][0] = 40$

$J = 1 \quad a[1][1] = 50$

$J = 2 \quad a[1][2] = 60$

-----  
/\* PRINT TRASPOSE OF MATRIX \*/

#include<stdio.h>

int main()

{      int a[10][10] , i , j , m , n;

        printf(" ENTER ROW AND COL\n ");

scanf("%d%d",&m,&n);

```
printf(" ENTER MATRIX \n");  
for( i = 0 ; i < m ; i++)  
{  
    for( j = 0 ; j < n ; j++)  
    {  
        scanf("%d" , &a[i][j]);  
    }  
} // INPUT MATRIX
```

```
printf(" TRANSPOSE OF MATRIX A \n ");  
for( i = 0 ; i < n ; i++) // COLS
```

```
{  
    for( j = 0 ; j < m ; j++) // ROWS  
    { printf("%4d", a[j][i]);  
    }  
    printf("\n");  
}  
}
```

/\*

-----

row = m = 2 ; col = n = 3; for i = 0 to 2

i = 0 j = 0 to 1 j =

0 a[0][0] = 10 j = 1 a[1][0] =

40 10 40

-----

i = 1 j = 0 to 1 20

50 j = 0 a[0][1] = 20 j

= 1 a[1][1] = 50

----- i =

2 j = 0 to 1 30 60

j = 0 a[0][2] = 30 j = 1

a[1][2] = 60

-----

## SUM OF MATRIX ELEMENTS

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
int  a[2][3] = { {10, 20, 30}, {40 ,50,60} } ;  
int  m = 2 , n = 3 , s = 0 , i , j ;  
for( i = 0 ; i < m ; i++)  
{   for( j = 0 ; j < n ; j++)  
    {   s = s + a[i][j] ;  
    }  
}  
printf(" SUM OF MATRIX ELEMENTS = %d\n " , s ); // 210  
}
```

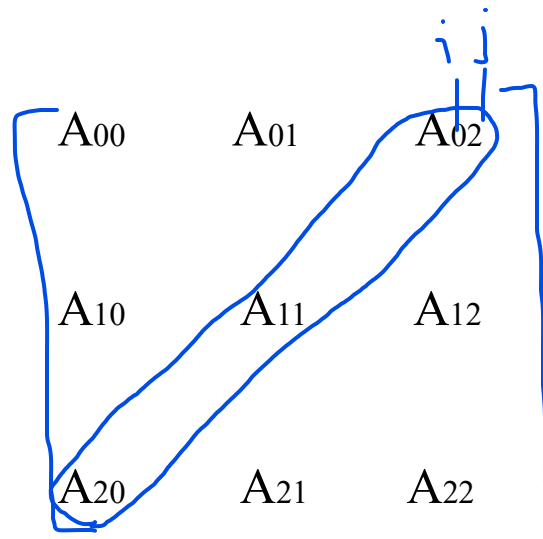
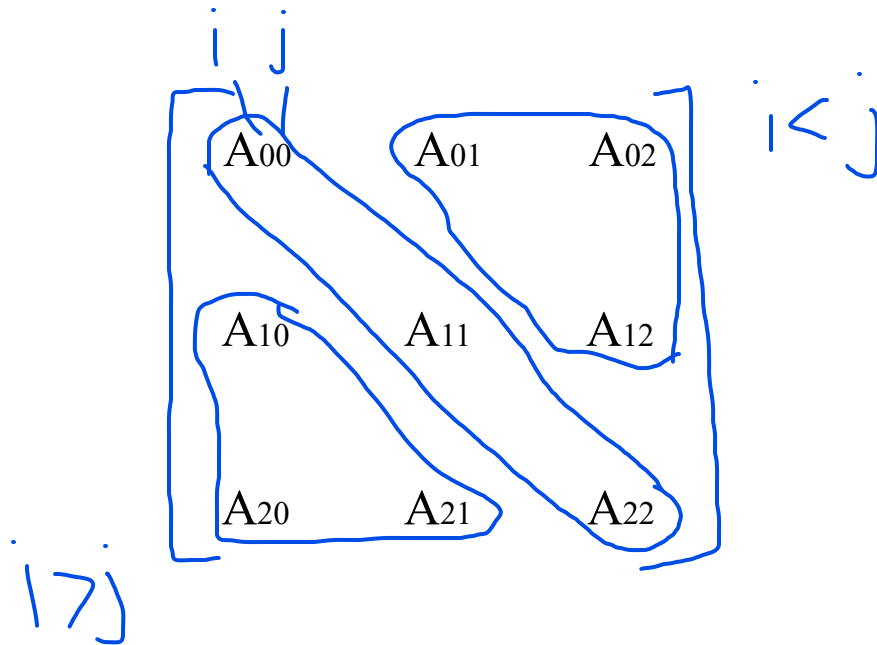
```
-----  
// SUM  OF DAIGONAL ELEMENTS  
#include<stdio.h>  
  
int  main()  
{   int  m = 2 , n = 3 , s = 0 , i , j ;
```



```
int  a[2][3] = { {10, 20, 30}, {40 ,50,60} } ;  
for( i = 0 ; i < m ; i++)  
{  
    for( j = 0 ; j < n ; j++)  
    {  
        if( i == j )  
            { s = s + a[i][j];  
            }  
    }  
}  
printf(" SUM OF DIAGONAL ELEMENTS = %d\n " , s);  
}
```

---

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Reverse Diagonal

$$i + j = n - 1$$

1 2 3

4	5	6
7	8	9

-----

PRINT LOWER TRIAGULAR MATRIX

1	2	3		1		
4	5	6	---	>	4	5
7	8	9			7	8 9

*i = j*

-----

```
#include<stdio.h> int
```

```
main()
```

```
{ int i , j , n = 3;
```

```
int a[3][3] = { {1 , 2 ,3} , { 4 , 5, 6}, {7, 8 , 9} };
```

```
printf(" PRINT LOWER TRIAGULAR MATRIX\n");
```

```
for ( i = 0 ; i <n ; i++) // ROWS
```

```
{  
    for( j = 0 ; j < n ; j++) // COLS  
    {  
        if( i >= j )  
        {           printf("%4d",a[i][j]);  
        }  
    }  
    printf("\n");  
}  
}
```

---

### PRINT UPPER TRIANGULAR MATRIX

1	2	3		1	2	3	$i \leq j$
4	5	6	--- >		5	6	

7      8      9

9

```
#include<stdio.h>
```

```
int main()
```

```

{      int i , j , n = 3;

```

```
int a[3][3] = { {1, 2, 3}, {4, 5, 6}, {7, 8, 9}
```

```
printf(" PRINT UPPER TRIAGULAR MATRIX\n");
```

```
for ( i = 0 ; i < n ; i++) // ROWS
```

```
for(j = 0 ; j < n ; j++) // COLS
```

```

if( i <= j )

```

```

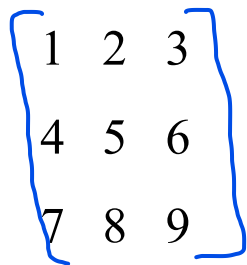
{      printf("%4d",a[i][j]);

```

else

```
        { printf(" ");  
        }  
    } // j  
    printf("\n");  
} // i  
}
```

---



1	2	3
4	5	6
7	8	9

3)

1

5

9

4)

3

5

7

```
-----  
/* ADDITION OF TWO MATRIXS */  
#include<stdio.h>  
int  main()  
{  
    int  a[10][10] , b[10][10] , c[10][10] , i , j , m , n;  
  
    printf(" ENTER ROW AND COL \n ");  
    scanf("%d%d", &m , &n) ;  
    printf(" ENTER MATRIX a \n ");  
    for( i = 0 ; i < m ; i++)  
    {  
        for( j = 0 ; j < n ; j++)  
        {    scanf("%d" , &a[i][j]);  
        }  
    }
```

```
}  
  
printf(" ENTER MATRIX b \n " );  
for( i = 0 ; i < m ; i++ )  
{  
    for( j = 0 ; j < n ; j++ )  
        { scanf("%d" , &b[i][j]);  
        }  
}  
  
for( i = 0 ; i < m ; i++)  
{    for( j = 0 ; j < n ; j++)  
    {  
        c[i][j] = a[i][j] + b[i][j];  
    }  
}
```



```
printf( " ADDITION OF MATRIX \n" );  
for( i = 0 ; i < m ; i++ )  
{  
    for( j = 0 ; j < n ; j++ )  
    {    printf("%4d" , c[i][j]);  
    }  
    printf("\n");  
}  
}
```

$$\begin{matrix} a \\ \rightarrow \end{matrix} \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$$

$$MUL = \begin{bmatrix} 7 & 10 \\ 15 & 22 \end{bmatrix}$$

$$\begin{matrix} b \\ \end{matrix} \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$$

$$C_{00} = 1 \times 1 + 2 \times 3 = 7$$

$$\begin{matrix} a \\ \end{matrix} \begin{bmatrix} 1 & 0 \\ 2 & 0 \end{bmatrix}$$

Identity Checking

$$\begin{matrix} b \\ \end{matrix} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

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