```c
#include <stdio.h>

#define NUM_ROWS 5
#define NUM_COLUMNS 3

int main(void)
{
    //variable declarations
    int iArray[NUM_ROWS][NUM_COLUMNS];
    int i, j;

    int *ptr_iArray_Row = NULL;

    //code
    // *** EVERY ROW OF A 2D ARRAY IS AN INTEGER ARRAY ITSELF COMPRISING OF 'NUM_COLUMNS' INTEGER ELEMENTS ***
    // *** THERE ARE 5 ROWS AND 3 COLUMNS IN A 2D INTEGER ARRAY. EACH OF THE 5 ROWS IS A 1D ARRAY OF 3 INTEGERS.
    // *** HENCE, EACH OF THESE 5 ROWS THEMSELVES BEING ARRAYS, WILL BE THE BASE ADDRESSES OF THEIR RESPECTIVE ROWS ***

    for (i = 0; i < NUM_ROWS; i++)
    {
        ptr_iArray_Row = iArray[i]; // 'iArray[i]' IS THE BASE ADDRESS OF ith ROW ...
        for (j = 0; j < NUM_COLUMNS; j++)
            *(ptr_iArray_Row + j) = (i + 1) * (j + 1); // 'ptr_iArray_Row' (That is, 'iArray[i]' Can Be Treated As 1D Array Using Pointers) ...
    }

    printf("\n\n");
    printf("2D Integer Array Elements Along With Addresses : \n\n");
    for (i = 0; i < NUM_ROWS; i++)
    {
        ptr_iArray_Row = iArray[i];
        for (j = 0; j < NUM_COLUMNS; j++)
        {
            printf("*(ptr_iArray_Row + %d)= %d \t \t At Address (ptr_iArray_Row + j) : %p\n", j, *(ptr_iArray_Row + j), (ptr_iArray_Row + j));
        }
        printf("\n\n");
    }

    return(0);
}
```