```c
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  #define NUM_ROWS 5
5  #define NUM_COLUMNS 3
6
7  int main(void)
8  {
9      //variable declarations
10     int iArray[NUM_ROWS][NUM_COLUMNS];
11     int i, j;
12
13     //code
14     // *** EVERY ROW OF A 2D ARRAY IS AN INTEGER ARRAY ITSELF COMPRISING OF
           'NUM_COLUMNS' INTEGER ELEMENTS ***
15     // *** THERE ARE 5 ROWS AND 3 COLUMNS IN A 2D INTEGER ARRAY. EACH OF THE 5
           ROWS IS A 1D ARRAY OF 3 INTEGERS.
16     // *** HENCE, EACH OF THESE 5 ROWS THEMSELVES BEING ARRAYS, WILL BE THE
           BASE ADDRESSES OF THEIR RESPECTIVE ROWS ***
17
18     for (i = 0; i < NUM_ROWS; i++)
19     {
20         for (j = 0; j < NUM_COLUMNS; j++)
21             *(iArray[i] + j) = (i + 1) * (j + 1); // 'iArray[i]' Can Be Treated
                   As 1D Array Using Pointers ...
22     }
23
24     printf("\n\n");
25     printf("2D Integer Array Elements Along With Addresses : \n\n");
26     for (i = 0; i < NUM_ROWS; i++)
27     {
28         for (j = 0; j < NUM_COLUMNS; j++)
29         {
30             printf("*(iArray[%d] + %d)= %d \t \t At Address (iArray[i] + j) : %
                   p\n", i,  j, *(iArray[i] + j), (iArray[i] + j));
31         }
32         printf("\n\n");
33     }
34
35     return(0);
36 }
37
38
39
40
41
```