```
C:\MyProjects\rtr05-213\03_CAssignments\upload08\11-Arrays\03-ThreeDimensionalArrays\03-Converting3DArrayTo1DArray>link.exe Converting3DArrayTo1DArray.obj
Microsoft (R) Incremental Linker Version 14.35.32217.1
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C:\MyProjects\rtr05-213\03_CAssignments\upload08\11-Arrays\03-ThreeDimensionalArrays\03-Converting3DArrayTo1DArray>Converting3DArrayTo1DArray.exe


Elements in the Three Dimensional 3D Array :

*****Row - 1*****
*****Column - 1*****
iArray[0][0][0] = 10
iArray[0][0][1] = 20
iArray[0][0][2] = 0
iArray[0][0][3] = 0
iArray[0][0][4] = 0

*****Column - 2*****
iArray[0][1][0] = 30
iArray[0][1][1] = 40
iArray[0][1][2] = 0
iArray[0][1][3] = 0
iArray[0][1][4] = 0

*****Column - 3*****
iArray[0][2][0] = 50
iArray[0][2][1] = 60
iArray[0][2][2] = 0
iArray[0][2][3] = 0
iArray[0][2][4] = 0

*****Column - 4*****
iArray[0][3][0] = 0
iArray[0][3][1] = 0
iArray[0][3][2] = 0
iArray[0][3][3] = 0
iArray[0][3][4] = 0

*****Column - 5*****
```

```
*****Column - 5*****
iArray[0][4][0] = 0
iArray[0][4][1] = 0
iArray[0][4][2] = 0
iArray[0][4][3] = 0
iArray[0][4][4] = 0


*****Row - 2*****
*****Column - 1*****
iArray[1][0][0] = 70
iArray[1][0][1] = 80
iArray[1][0][2] = 0
iArray[1][0][3] = 0
iArray[1][0][4] = 0

*****Column - 2*****
iArray[1][1][0] = 90
iArray[1][1][1] = 100
iArray[1][1][2] = 0
iArray[1][1][3] = 0
iArray[1][1][4] = 0

*****Column - 3*****
iArray[1][2][0] = 110
iArray[1][2][1] = 120
iArray[1][2][2] = 0
iArray[1][2][3] = 0
iArray[1][2][4] = 0

*****Column - 4*****
iArray[1][3][0] = 0
iArray[1][3][1] = 0
iArray[1][3][2] = 0
iArray[1][3][3] = 0
iArray[1][3][4] = 0

*****Column - 5*****
```
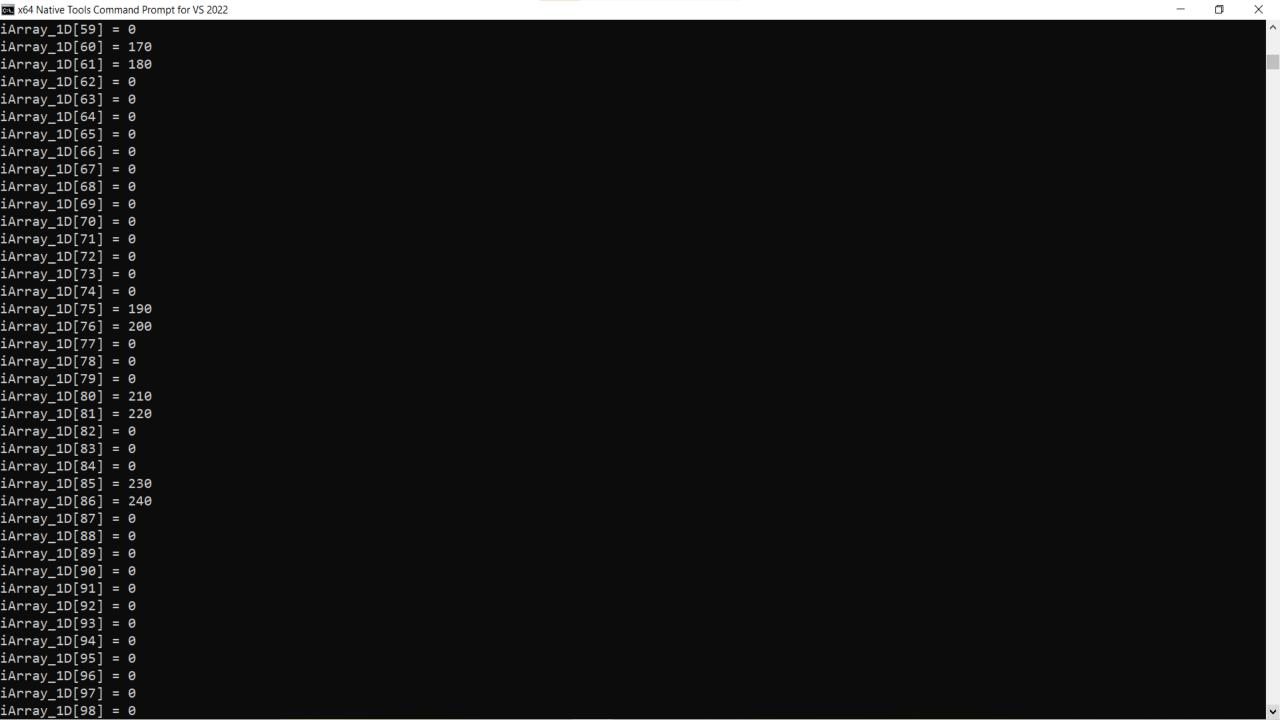
```
*****Column - 5*****
iArray[1][4][0] = 0
iArray[1][4][1] = 0
iArray[1][4][2] = 0
iArray[1][4][3] = 0
iArray[1][4][4] = 0


*****Row - 3*****
*****Column - 1*****
iArray[2][0][0] = 130
iArray[2][0][1] = 140
iArray[2][0][2] = 0
iArray[2][0][3] = 0
iArray[2][0][4] = 0

*****Column - 2*****
iArray[2][1][0] = 150
iArray[2][1][1] = 160
iArray[2][1][2] = 0
iArray[2][1][3] = 0
iArray[2][1][4] = 0

*****Column - 3*****
iArray[2][2][0] = 170
iArray[2][2][1] = 180
iArray[2][2][2] = 0
iArray[2][2][3] = 0
iArray[2][2][4] = 0

*****Column - 4*****
iArray[2][3][0] = 0
iArray[2][3][1] = 0
iArray[2][3][2] = 0
iArray[2][3][3] = 0
iArray[2][3][4] = 0

*****Column - 5*****
```

```
*****Column - 5*****
iArray[2][4][0] = 0
iArray[2][4][1] = 0
iArray[2][4][2] = 0
iArray[2][4][3] = 0
iArray[2][4][4] = 0


*****Row - 4*****
*****Column - 1*****
iArray[3][0][0] = 190
iArray[3][0][1] = 200
iArray[3][0][2] = 0
iArray[3][0][3] = 0
iArray[3][0][4] = 0

*****Column - 2*****
iArray[3][1][0] = 210
iArray[3][1][1] = 220
iArray[3][1][2] = 0
iArray[3][1][3] = 0
iArray[3][1][4] = 0

*****Column - 3*****
iArray[3][2][0] = 230
iArray[3][2][1] = 240
iArray[3][2][2] = 0
iArray[3][2][3] = 0
iArray[3][2][4] = 0

*****Column - 4*****
iArray[3][3][0] = 0
iArray[3][3][1] = 0
iArray[3][3][2] = 0
iArray[3][3][3] = 0
iArray[3][3][4] = 0

*****Column - 5*****
```

```
*****Column - 5*****
iArray[3][4][0] = 0
iArray[3][4][1] = 0
iArray[3][4][2] = 0
iArray[3][4][3] = 0
iArray[3][4][4] = 0


*****Row - 5*****
*****Column - 1*****
iArray[4][0][0] = 250
iArray[4][0][1] = 260
iArray[4][0][2] = 0
iArray[4][0][3] = 0
iArray[4][0][4] = 0

*****Column - 2*****
iArray[4][1][0] = 270
iArray[4][1][1] = 280
iArray[4][1][2] = 0
iArray[4][1][3] = 0
iArray[4][1][4] = 0

*****Column - 3*****
iArray[4][2][0] = 290
iArray[4][2][1] = 300
iArray[4][2][2] = 0
iArray[4][2][3] = 0
iArray[4][2][4] = 0

*****Column - 4*****
iArray[4][3][0] = 0
iArray[4][3][1] = 0
iArray[4][3][2] = 0
iArray[4][3][3] = 0
iArray[4][3][4] = 0

*****Column - 5*****
```

```
*****Column - 5*****
iArray[4][4][0] = 0
iArray[4][4][1] = 0
iArray[4][4][2] = 0
iArray[4][4][3] = 0
iArray[4][4][4] = 0




Elements in the 1D Array :

iArray_1D[0] = 10
iArray_1D[1] = 20
iArray_1D[2] = 0
iArray_1D[3] = 0
iArray_1D[4] = 0
iArray_1D[5] = 30
iArray_1D[6] = 40
iArray_1D[7] = 0
iArray_1D[8] = 0
iArray_1D[9] = 0
iArray_1D[10] = 50
iArray_1D[11] = 60
iArray_1D[12] = 0
iArray_1D[13] = 0
iArray_1D[14] = 0
iArray_1D[15] = 0
iArray_1D[16] = 0
iArray_1D[17] = 0
iArray_1D[18] = 0
iArray_1D[19] = 0
iArray_1D[20] = 0
iArray_1D[21] = 0
iArray_1D[22] = 0
iArray_1D[23] = 0
```

```
iArray_1D[21] = 0
iArray_1D[22] = 0
iArray_1D[23] = 0
iArray_1D[24] = 0
iArray_1D[25] = 70
iArray_1D[26] = 80
iArray_1D[27] = 0
iArray_1D[28] = 0
iArray_1D[29] = 0
iArray_1D[30] = 90
iArray_1D[31] = 100
iArray_1D[32] = 0
iArray_1D[33] = 0
iArray_1D[34] = 0
iArray_1D[35] = 110
iArray_1D[36] = 120
iArray_1D[37] = 0
iArray_1D[38] = 0
iArray_1D[39] = 0
iArray_1D[40] = 0
iArray_1D[41] = 0
iArray_1D[42] = 0
iArray_1D[43] = 0
iArray_1D[44] = 0
iArray_1D[45] = 0
iArray_1D[46] = 0
iArray_1D[47] = 0
iArray_1D[48] = 0
iArray_1D[49] = 0
iArray_1D[50] = 130
iArray_1D[51] = 140
iArray_1D[52] = 0
iArray_1D[53] = 0
iArray_1D[54] = 0
iArray_1D[55] = 150
iArray_1D[56] = 160
iArray_1D[57] = 0
iArray_1D[58] = 0
iArray_1D[59] = 0
iArray_1D[60] = 170
```

```
iArray_1D[59] = 0
iArray_1D[60] = 170
iArray_1D[61] = 180
iArray_1D[62] = 0
iArray_1D[63] = 0
iArray_1D[64] = 0
iArray_1D[65] = 0
iArray_1D[66] = 0
iArray_1D[67] = 0
iArray_1D[68] = 0
iArray_1D[69] = 0
iArray_1D[70] = 0
iArray_1D[71] = 0
iArray_1D[72] = 0
iArray_1D[73] = 0
iArray_1D[74] = 0
iArray_1D[75] = 190
iArray_1D[76] = 200
iArray_1D[77] = 0
iArray_1D[78] = 0
iArray_1D[79] = 0
iArray_1D[80] = 210
iArray_1D[81] = 220
iArray_1D[82] = 0
iArray_1D[83] = 0
iArray_1D[84] = 0
iArray_1D[85] = 230
iArray_1D[86] = 240
iArray_1D[87] = 0
iArray_1D[88] = 0
iArray_1D[89] = 0
iArray_1D[90] = 0
iArray_1D[91] = 0
iArray_1D[92] = 0
iArray_1D[93] = 0
iArray_1D[94] = 0
iArray_1D[95] = 0
iArray_1D[96] = 0
iArray_1D[97] = 0
iArray_1D[98] = 0
```

```
iArray_1D[89] = 0
iArray_1D[90] = 0
iArray_1D[91] = 0
iArray_1D[92] = 0
iArray_1D[93] = 0
iArray_1D[94] = 0
iArray_1D[95] = 0
iArray_1D[96] = 0
iArray_1D[97] = 0
iArray_1D[98] = 0
iArray_1D[99] = 0
iArray_1D[100] = 250
iArray_1D[101] = 260
iArray_1D[102] = 0
iArray_1D[103] = 0
iArray_1D[104] = 0
iArray_1D[105] = 270
iArray_1D[106] = 280
iArray_1D[107] = 0
iArray_1D[108] = 0
iArray_1D[109] = 0
iArray_1D[110] = 290
iArray_1D[111] = 300
iArray_1D[112] = 0
iArray_1D[113] = 0
iArray_1D[114] = 0
iArray_1D[115] = 0
iArray_1D[116] = 0
iArray_1D[117] = 0
iArray_1D[118] = 0
iArray_1D[119] = 0
iArray_1D[120] = 0
iArray_1D[121] = 0
iArray_1D[122] = 0
iArray_1D[123] = 0
iArray_1D[124] = 0

C:\MyProjects\rtr05-213\03_CAssignments\upload08\11-Arrays\03-ThreeDimensionalArrays\03-Converting3DArrayTo1DArray>Converting3DArrayTo1DArraycd C:\MyProjects\
rtr05-213\03_CAssignments\upload08\11-Arrays\03-ThreeDimensionalArrays\01-InlineInitialization\01-PiecemealAccess
```