

```
C:\MyProjects\rtr05-213\03_CAssignments\upload08\11-Arrays\02-TwoDimensionalArrays\03-Converting2DArrayTo1DArray>cl.exe /c /EHsc /I C:\freelut\include Converting2DArrayTo1DArray.cpp
```

```
Microsoft (R) C/C++ Optimizing Compiler Version 19.35.32217.1 for x64  
Copyright (C) Microsoft Corporation. All rights reserved.
```

```
Converting2DArrayTo1DArray.cpp
```

```
C:\MyProjects\rtr05-213\03_CAssignments\upload08\11-Arrays\02-TwoDimensionalArrays\03-Converting2DArrayTo1DArray>link.exe Converting2DArrayTo1DArray.obj
```

```
Microsoft (R) Incremental Linker Version 14.35.32217.1  
Copyright (C) Microsoft Corporation. All rights reserved.
```

```
C:\MyProjects\rtr05-213\03_CAssignments\upload08\11-Arrays\02-TwoDimensionalArrays\03-Converting2DArrayTo1DArray>Converting2DArrayTo1DArray.exe
```

```
Enter Elements of your choice to fill up an 2D integer Array :
```

```
For ROW number 1 :
```

```
Enter Element Number 1 :
```

```
2
```

```
Enter Element Number 2 :
```

```
10
```

```
Enter Element Number 3 :
```

```
1
```

```
For ROW number 2 :
```

```
Enter Element Number 1 :
```

```
3
```

```
Enter Element Number 2 :
```

```
3
```

```
Enter Element Number 3 :
```

```
4
```

```
For ROW number 3 :
```

```
Enter Element Number 1 :
```

```
0
```

```
Enter Element Number 2 :
```

```
77
```

```
Enter Element Number 3 :
```

```
54
```

Enter Element Number 3 :

54

For ROW number 4 :

Enter Element Number 1 :

3

Enter Element Number 2 :

34

Enter Element Number 3 :

4

For ROW number 5 :

Enter Element Number 1 :

3

Enter Element Number 2 :

34

Enter Element Number 3 :

4

Two Dimensional 2D Array of Integers :

ROW 1

iArray_2D[0][0] = 2

iArray_2D[0][1] = 10

iArray_2D[0][2] = 1

ROW 2

iArray_2D[1][0] = 3

iArray_2D[1][1] = 3

iArray_2D[1][2] = 4

ROW 3

ROW 3

```
iArray_2D[2][0] = 0  
iArray_2D[2][1] = 77  
iArray_2D[2][2] = 54
```

ROW 4

```
iArray_2D[3][0] = 3  
iArray_2D[3][1] = 34  
iArray_2D[3][2] = 4
```

ROW 5

```
iArray_2D[4][0] = 3  
iArray_2D[4][1] = 34  
iArray_2D[4][2] = 4
```

One Dimensional 1D Array of Integers :

```
iArray_1D[0] = 2  
iArray_1D[1] = 10  
iArray_1D[2] = 1  
iArray_1D[3] = 3  
iArray_1D[4] = 3  
iArray_1D[5] = 4  
iArray_1D[6] = 0  
iArray_1D[7] = 77  
iArray_1D[8] = 54  
iArray_1D[9] = 3  
iArray_1D[10] = 34  
iArray_1D[11] = 4  
iArray_1D[12] = 3  
iArray_1D[13] = 34  
iArray_1D[14] = 4
```

```
iArray_2D[2][0] = 0  
iArray_2D[2][1] = 77  
iArray_2D[2][2] = 54
```

ROW 4

```
iArray_2D[3][0] = 3  
iArray_2D[3][1] = 34  
iArray_2D[3][2] = 4
```

ROW 5

```
iArray_2D[4][0] = 3  
iArray_2D[4][1] = 34  
iArray_2D[4][2] = 4
```

One Dimensional 1D Array of Integers :

```
iArray_1D[0] = 2  
iArray_1D[1] = 10  
iArray_1D[2] = 1  
iArray_1D[3] = 3  
iArray_1D[4] = 3  
iArray_1D[5] = 4  
iArray_1D[6] = 0  
iArray_1D[7] = 77  
iArray_1D[8] = 54  
iArray_1D[9] = 3  
iArray_1D[10] = 34  
iArray_1D[11] = 4  
iArray_1D[12] = 3  
iArray_1D[13] = 34  
iArray_1D[14] = 4
```