

Element [0][2]

is the int array[0][20]

(the array of 10 elements, each element itself an array of 20 integers).

Hence, `array[0]` points at the memory location at the start of the fourth array of integer array elements.

Thus, `array[0][2]` points to the third element within that array. In other words, it is equivalent to `array[0] + 2`.



0

1

2

3

4

..

..

..

Element [0][2]

is the int *pointer[20]

(the array length 20 of pointers of type that each pointer itself points towards integer arrays). Thus, the element [0][2] is resolved as follows:

value = (*pointer[0] + 2)

