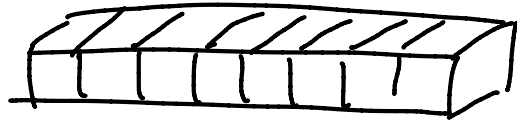


“配子”

```
float height 1 = 170.5;
float height 2 = 168.9;
      ⋮
float height 30 = 175.0;
```



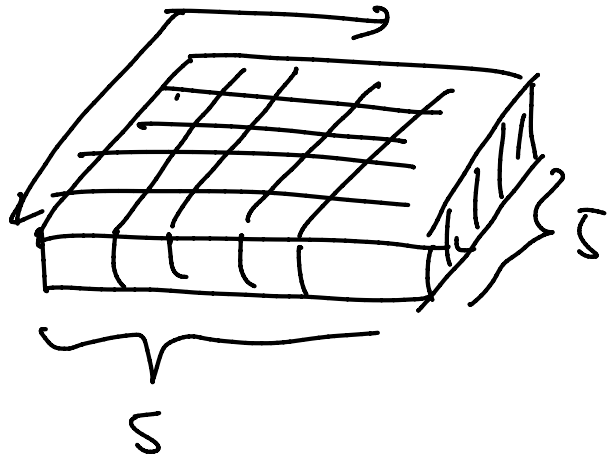
↓  
float height [30] = { 170.5, 168.9, ..., 175.0 }, 1行

これを(1次元) 配列 といふ.

```
printf(" %f \n", height[0]);
```

>> 170.5 (出力)

int map [5] [5]

$$= \{ \{ \underbrace{0, 1, 2, 3, 4}_{\text{5}}, \underbrace{5, 6, 7, 8, 9}_{\text{5}}, \dots, \underbrace{24}_{\text{?}} \} \}$$


```
int map [3][3]
```

	0	1	2
0	[0][0]	[0][1]	[0][2]
1	[1][0]	[1][1]	[1][2]
2	[2][0]	[2][1]	[2][2]

$$3 \times 3 \text{ a } 2, 70$$

```
floor = 0 ;  
player = 1 ;  
item = 2 ;
```

$$\text{map } [0][0] = 17$$
$$\text{map } [0][2] = 2;$$