

BÀI THỰC HÀNH SỐ 11

MẢNG HAI CHIỀU- TWO-DIMENSIONAL (2D) ARRAY

For example

```
1. float x[3][4];
```

	Column 1	Column 2	Column 3	Column 4
Row 1	x[0][0]	x[0][1]	x[0][2]	x[0][3]
Row 2	x[1][0]	x[1][1]	x[1][2]	x[1][3]
Row 3	x[2][0]	x[2][1]	x[2][2]	x[2][3]

Initialization of a two dimensional array

```
// Different ways to initialize two dimensional array

int c[2][3] = {{1, 3, 0}, {-1, 5, 9}};

int c[][3] = {{1, 3, 0}, {-1, 5, 9}};

int c[2][3] = {1, 3, 0, -1, 5, 9};
```

Duyệt ma trận:

```
for ( i=0; i<row; i++)
{
    for ( j=0; j< column; j++)
        [if (condition)] Access m[i][j];
}
```

Example 1: Two Dimensional Array to store and print values

```

1. // C program to store temperature of two cities for a week and display it.
2.
3. #include <stdio.h>
4.
5. const int CITY = 2;
6. const int WEEK = 7;
7.
8. int main()
9. {
10.     int temperature[CITY][WEEK];
11.     for (int i = 0; i < CITY; ++i) {
12.         for(int j = 0; j < WEEK; ++j) {
13.             printf("City %d, Day %d: ", i+1, j+1);
14.             scanf("%d", &temperature[i][j]);
15.         }
16.     }
17.
18.     printf("\nDisplaying values: \n\n");
19.     for (int i = 0; i < CITY; ++i) {
20.         for(int j = 0; j < WEEK; ++j)
21.         {
22.             printf("City %d, Day %d = %d\n", i+1, j+1, temperature[i][j]);
23.         }
24.     }
25.     return 0;
26. }

```

Output

```

City 1, Day 1: 33
City 1, Day 2: 34
City 1, Day 3: 35
City 1, Day 4: 33
City 1, Day 5: 32
City 1, Day 6: 31
City 1, Day 7: 30
City 2, Day 1: 23
City 2, Day 2: 22
City 2, Day 3: 21
City 2, Day 4: 24
City 2, Day 5: 22
City 2, Day 6: 25
City 2, Day 7: 26

```

Displaying values:

```

City 1, Day 1 = 33
City 1, Day 2 = 34
City 1, Day 3 = 35
City 1, Day 4 = 33
City 1, Day 5 = 32
City 1, Day 6 = 31
City 1, Day 7 = 30
City 2, Day 1 = 23
City 2, Day 2 = 22
City 2, Day 3 = 21
City 2, Day 4 = 24
City 2, Day 5 = 22
City 2, Day 6 = 25
City 2, Day 7 = 26

```

Example 2: Sum of two matrices

```

1. // C program to find the sum of two matrices of order 2*2
2.
3. #include <stdio.h>
4. int main()
5. {
6.     float a[2][2], b[2][2], result[2][2];
7.
8.     // Taking input using nested for loop
9.     printf("Enter elements of 1st matrix\n");
10.    for (int i = 0; i < 2; ++i)
11.        for (int j = 0; j < 2; ++j)
12.        {
13.            printf("Enter a%d%d: ", i + 1, j + 1);
14.            scanf("%f", &a[i][j]);
15.        }
16.
17.    // Taking input using nested for loop
18.    printf("Enter elements of 2nd matrix\n");
19.    for (int i = 0; i < 2; ++i)
20.        for (int j = 0; j < 2; ++j)
21.        {
22.            printf("Enter b%d%d: ", i + 1, j + 1);
23.            scanf("%f", &b[i][j]);
24.        }
25.
26.    // adding corresponding elements of two arrays
27.    for (int i = 0; i < 2; ++i)
28.        for (int j = 0; j < 2; ++j)
29.        {
30.            result[i][j] = a[i][j] + b[i][j];
31.        }
32.
33.    // Displaying the sum
34.    printf("\nSum Of Matrix:");
35.
36.    for (int i = 0; i < 2; ++i)
37.        for (int j = 0; j < 2; ++j)
38.        {
39.            printf("%.1f\t", result[i][j]);
40.
41.            if (j == 1)
42.                printf("\n");
43.        }
44.    return 0;
45. }

```

Output

```
Enter elements of 1st matrix
Enter a11: 2;
Enter a12: 0.5;
Enter a21: -1.1;
Enter a22: 2;
Enter elements of 2nd matrix
Enter b11: 0.2;
Enter b12: 0;
Enter b21: 0.23;
Enter b22: 23;

Sum Of Matrix:
2.2      0.5
-0.9     25.0
```

Example 3:

```
1 /* Static Matric Demo.*/
2 #include <stdio.h>
3 #define MAXR 20
4 #define MAXC 20
5 /* Input a mtrix of ints, num of rows and column are known */
6 void input(int m[][MAXC], int r, int c);
7 int max (int m[][MAXC], int r, int c);
8 void print (int m[][MAXC], int r, int c);
9 int main()
10 { int m[MAXR][MAXC]; /* Declare a static matrix*/
11   int r, c; /* real used number of rows and columns */
12   int maxVal;
13   do
14   { printf("Enter number of rows and columns of the matrix:");
15     scanf("%d%d", &r, &c);
16   }
17   while (r<1 || r >MAXR || c<1 || c > MAXC);
18   printf("Enter a matrix %d x %d\n", r, c);
19   input(m, r, c);
20   maxVal = max (m, r, c);
21   printf("Max value:%d\n", maxVal);
22   printf("\nInputted matrix:\n");
23   print(m, r, c);
24   while (getchar()!='\n');getchar();
25   return 0;
26 }

27 void input(int m[][MAXC], int r, int c)
28 { int i, j;
29   for (i=0;i<r; i++) /* Enter values to each row */
30   { for (j=0; j<c; j++) /* Enter value to each column */
31     { printf("Value at [%d][%d]:", i, j);
32       scanf("%d", &m[i][j]);
33     }
34   }
35 }
```

```

36 int max(int m[][MAXC], int r, int c)
37 {   int result = m[0][0];
38     int i, j;
39     for (i=0; i<r; i++)
40         for (j=0; j<c; j++)
41             if (result < m[i][j]) result=m[i][j];
42     return result;
43 }
44 void print (int m[][MAXC], int r, int c)
45 {   int i, j;
46     for (i=0; i<r; i++)
47     {   for (j=0; j<c; j++) printf("%7d", m[i][j]);
48         printf("\n");
49     }
50 }

```

Bài 1

Viết chương trình thực hiện các yêu cầu sau:

- Tạo ma trận A vuông bậc n (n nhập từ bàn phím) với các phần tử được nhập từ bàn phím, xuất ma trận.
- Tính tổng các phần tử trên đường chéo chính (vết - trace) của ma trận A.



Nhap bac ma tran: 3 ↵

a[0][0] = 1 ↵

...

a[2][2] = 9 ↵

1	2	3
0	5	6
0	0	9

Trace = 15

Bài 2

Viết chương trình để trừ hai Ma trận có cùng kích thước.

Test Data :

Input the size of the square matrix (less than 5): 2

Input elements in the first matrix :

element - [0],[0] : 5

element - [0],[1] : 6

element - [1],[0] : 7

element - [1],[1] : 8

Input elements in the second matrix :

element - [0],[0] : 1

element - [0],[1] : 2

element - [1],[0] : 3

element - [1],[1] : 4

Expected Output :

The First matrix is :

5 6

7 8

The Second matrix is :

1 2

3 4

The Subtraction of two matrix is :

4 4

4 4

Bài 3

Viết chương trình để tìm chuyển vị của một ma trận đã cho.

Test Data :

Input the rows and columns of the matrix : 2 2

Input elements in the first matrix :

element - [0],[0] : 1

element - [0],[1] : 2

element - [1],[0] : 3

element - [1],[1] : 4

Expected Output :

The matrix is :

1 2

3 4

The transpose of a matrix is :

1 3

2 4