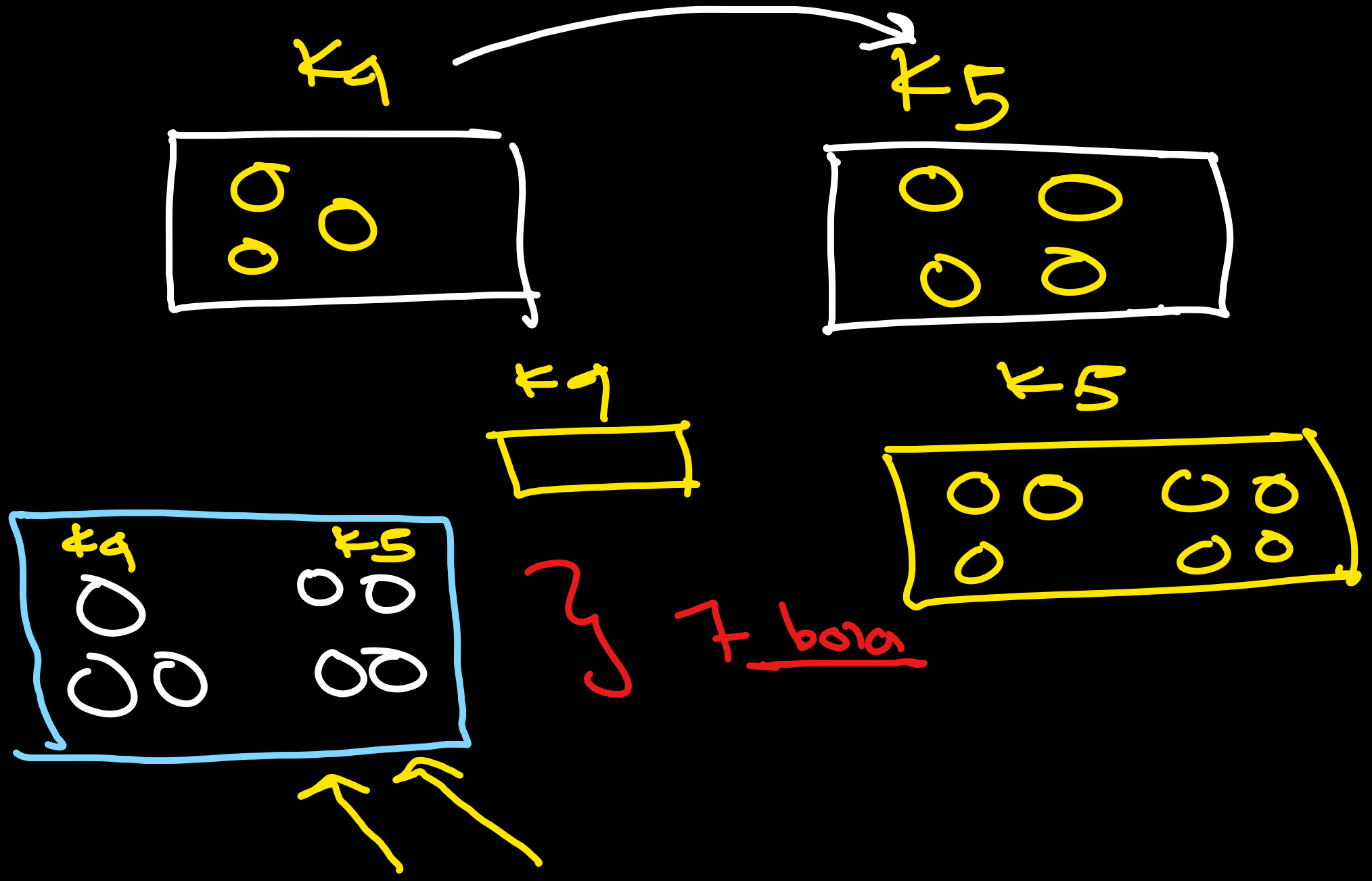
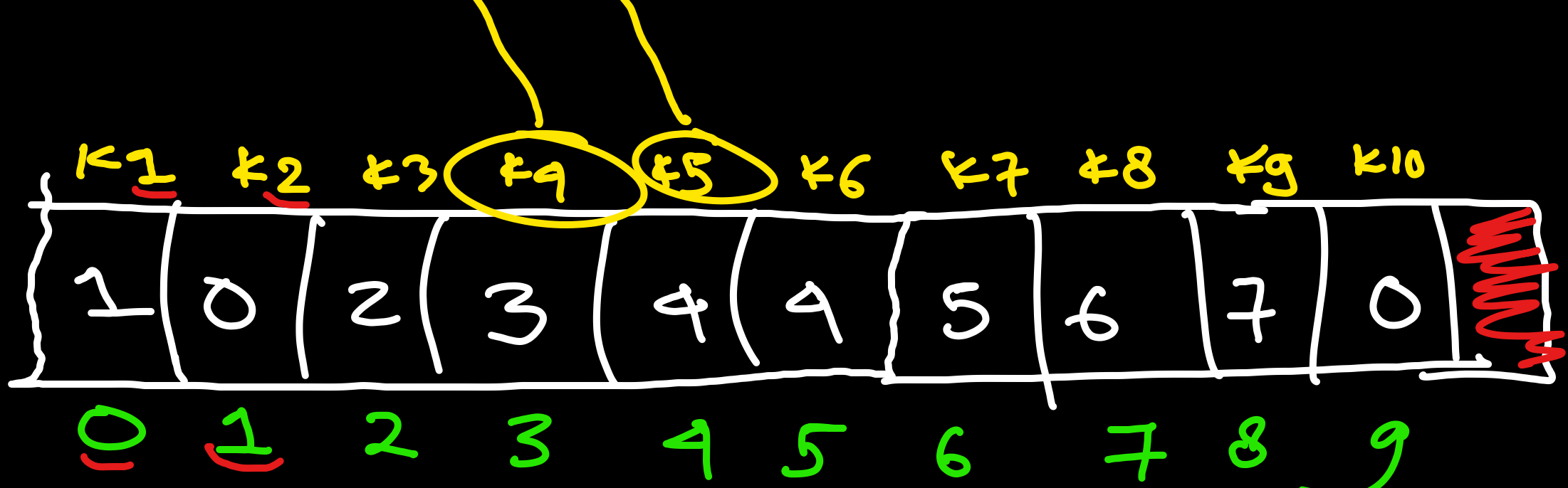

k4
k5
k4
k5
k4
k5
3
7 bora



Urutan : Kotak Pertama : k1 → one based

Index : Kotak Pertama : index 0 → zero based

index : urutan - 1 → ni index

kotak [...]

Isi kotak pertama : kotak - index : 0

-"- kotak 2nd : kotak - index : 1

3rd : kotak [2]

4th : kotak [3]

↳ index

↳ urutan

0 1 2

A = {1,2,1}

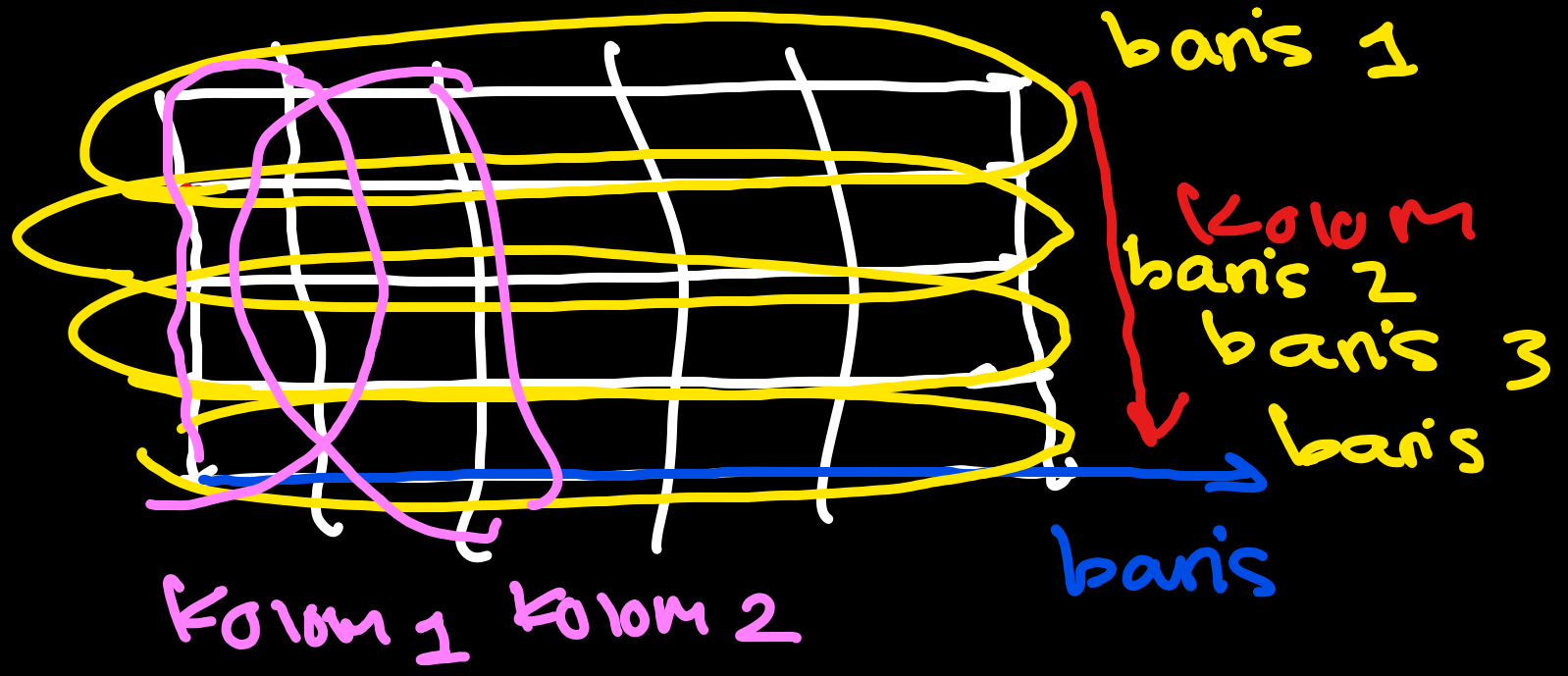
A[3] → out of bound

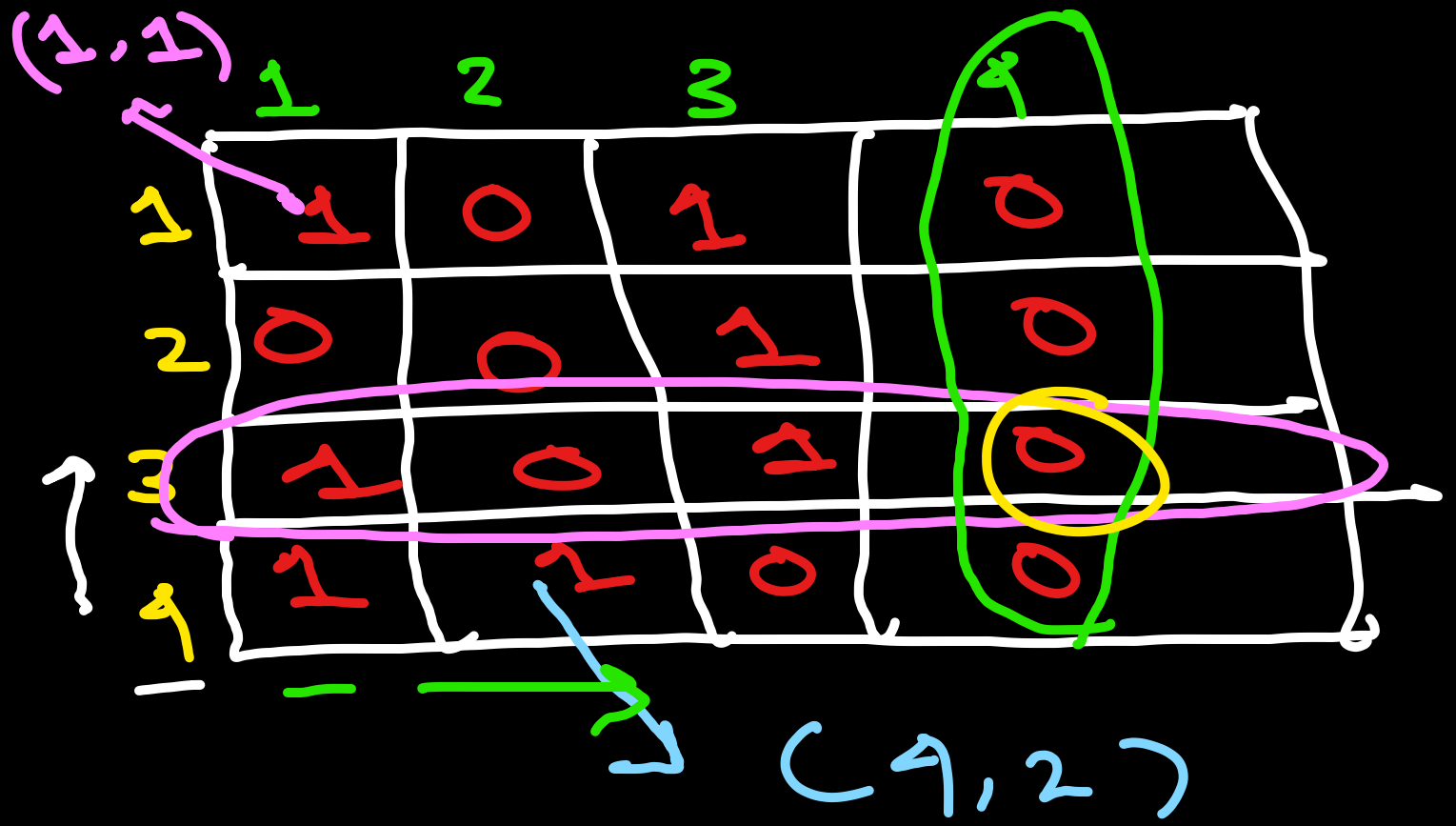
cetak index ke-x = 2 dan index ke- y = 3

```
cout << A[2] + A[3] <<endl;
```

Array 2D ← Matrix, Tabel, Koordinat

r baris, c kolom





C1, C2

(r, c)

baris kaum

r x c

4 x 4

```
int board[r][c];
4 x 4 -> int board[4][4];
```

board[3][4] = 0

↳ baris ke-3, kaum ke-4

index = urutan - 1

index = koordinat - 1

(i, j)

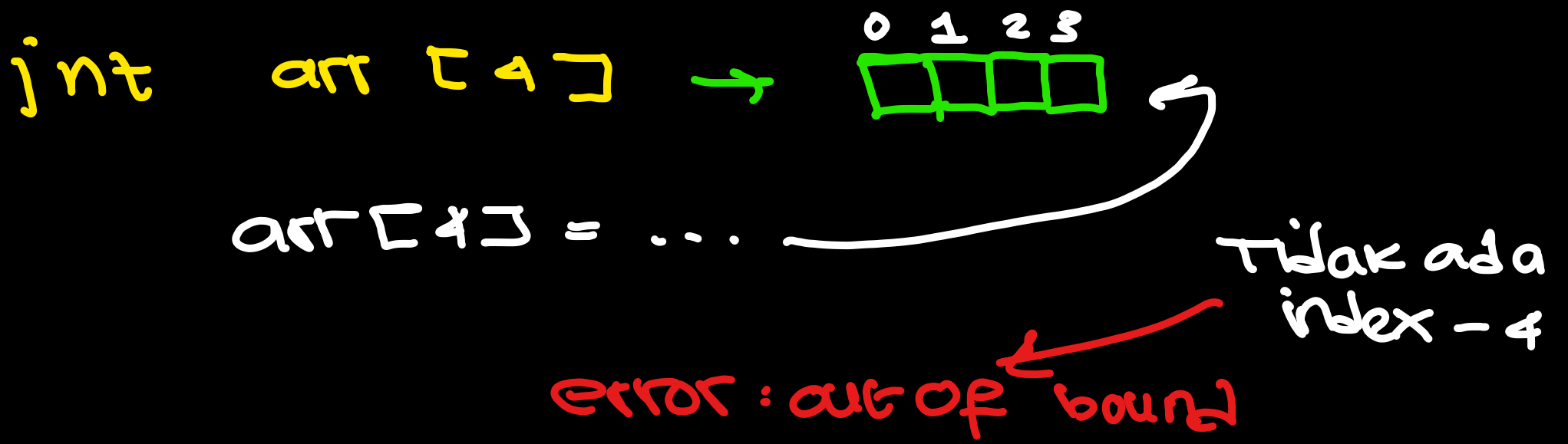
kanan : (i, j+1)

kiri : (i, j-1)

atas : (i-1, j)

bawah : (i+1, j)

} Baris kolom


int arr [4] →
0 1 2 3
arr[4] = ...
Tidak ada index - 4
error : out of bound