

◀ = pointer

...
a[2][1]	a[2][1]	a[2][1]	a[2][1]	a[2][1]	a[2][1]	a[2][1]	4 ▶
a[2][0]	a[2][0]	a[2][0]	a[2][0]	a[2][0]	A[2][0] ▶	30 ▶	a[2][0]
a[1][3]	a[1][3]	a[1][3]	a[1][3]	a[1][3]	a[1][3]	a[1][3]	a[1][3]
a[1][2]	a[1][2]	a[1][2]	a[1][2]	a[1][2]	a[1][2]	a[1][2]	a[1][2]
a[1][1]	a[1][1]	a[1][1]	a[1][1]	a[1][1]	a[1][1]	a[1][1]	a[1][1]
a[1][0]	a[1][0]	a[1][0]	a[1][0]	a[1][0]	a[1][0]	a[1][0]	a[1][0]
a[0][3]	a[0][3]	a[0][3]	a[0][3] ▶	3 ▶	3	3	3
a[0][2]	a[0][2]	a[0][2]	a[0][2]	a[0][2]	a[0][2]	a[0][2]	a[0][2]
a[0][1]	a[0][1]	1	1	1	1	1	1
a[0][0] ▶	0 ▶	0 ▶	0	0	0	0	0
int *pa = (int *)a;	*pa = 0;	*(pa + 1) = 1;	pa = (int *)a + 3;	*pa = 3;	pa = (int *)a + 5;	*pa = 30;	*(pa + 1) = 4;