1. Multi-Dimensional Arrays in C++

A multi-dimensional array is an array of arrays. The most common example is a **2D** array, but you can go further and create 3D, 4D, and more (though complexity increases).

♦ 1.1 Declaring a 2D Array

```
string letters[2][4];
```

Creates:

- 2 rows
- 4 columns in each row

♦ 1.2 Initializing a 2D Array

```
string letters[2][4] = {
    { "A", "B", "C", "D" },
    { "E", "F", "G", "H" }
};
```

♦ 1.3 Accessing Elements

```
cout << letters[0][2]; // Outputs: C</pre>
```

☐ Index [0][2] accesses row 0, column 2.

♦ 1.4 Modifying Elements

```
letters[0][0] = "Z";
cout << letters[0][0];  // Outputs: Z</pre>
```

♦ 1.5 Looping Through a 2D Array

```
for (int i = 0; i < 2; i++) {
  for (int j = 0; j < 4; j++) {
    cout << letters[i][j] << "\n";
  }
}</pre>
```

2. 3D Arrays in C++

A **3D** array is like a cube: it has rows, columns, and depth.

Declaration + Initialization:

♦ Accessing an Element:

```
cout << letters[1][0][1]; // Outputs: F</pre>
```

- This means:
 - Outer block 1 (second group)
 - Inner row 0 (first row)
 - Column 1 (second item)

✓ 3. Random Number Generation in C++

Random numbers are useful in games, simulations, and more.

♦ Basic Usage:

```
#include <cstdlib>
```

```
cout << rand(); // Random number between 0 and a very large value</pre>
```

\rightarrow Limit the Range:

```
int randomNum = rand() % 101; // 0 to 100
```

♦ Different Results Each Time:

Why seed it? Without srand(time(0)), you'll get the same "random" number every time.



✓ Assignment:

Write a C++ program that:

- 1. Declares and initializes a **3D array** (minimum $2\times2\times2$).
- 2. Uses **nested for loops** to print every element in the array.

Bonus:

- Include meaningful or random values in the array.
- Add comments to explain your logic.