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COURSE NAME: DATA STRUCTURES FOR MODERN COMPUTING SYSTEMS

COURSE CODE: CSA0302

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Experiment 4: 3D Matrix Mul
Code:
#include <stdio.h>
int main() {
  int a[3][3][3] = {
     \{\{1, 2, 3\}, \{4, 5, 6\}, \{7, 8, 9\}\},\
     \{\{2, 2, 2\}, \{3, 3, 3\}, \{4, 4, 4\}\},\
     \{\{5, 5, 5\}, \{6, 6, 6\}, \{7, 7, 7\}\}
  };
  int b[3][3][3] = {
     \{\{10, 1, 2\}, \{1, 2, 3\}, \{4, 1, 2\}\},\
     \{\{2, 3, 4\}, \{5, 1, 2\}, \{3, 2, 1\}\},\
     \{\{1, 1, 2\}, \{2, 3, 1\}, \{4, 1, 3\}\}
  };
  int mul[3][3][3];
  int i, j, k;
  for (i = 0; i < 3; i++) {
     for (j = 0; j < 3; j++) {
        for (k = 0; k < 3; k++) {
           mul[i][j][k] = a[i][j][k] * b[i][j][k];
        }
     }
  }
  printf("Result of 3D Array Multiplication:\n");
  for (i = 0; i < 3; i++) {
     printf("\nLayer %d:\n", i);
     for (j = 0; j < 3; j++) {
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for (k = 0; k < 3; k++) {
     printf("%d\t", mul[i][j][k]);
    }
    printf("\n");
  }
 }
 return 0;
}
Output:
Result of 3D Array Multiplication:
Layer 0:
10 2
       6
4 10 18
28 8 18
Layer 1:
4 6
         8
15 3
        6
12 8 4
Layer 2:
    5
       10
12 18 6
28 7 21
=== Code Execution Successful ===
```