```c
#include <stdio.h>
int main(void)
{
    //variable declaraions
    int iArray[3][5]; // 3 ROWS (0, 1, 2) AND 5 COLUMNS (0, 1, 2, 3, 4)
    int int_size;
    int iArray_size;
    int iArray_num_elements, iArray_num_rows, iArray_num_columns;
    int i, j;

    //code
    printf("\n\n");

    int_size = sizeof(int);

    iArray_size = sizeof(iArray);
    printf("Size Of Two Dimensional ( 2D ) Integer Array Is = %d\n\n",
      iArray_size);

    iArray_num_rows = iArray_size / sizeof(iArray[0]);
    printf("Number of Rows In Two Dimensional ( 2D ) Integer Array Is = %d\n\n",
      iArray_num_rows);

    iArray_num_columns = sizeof(iArray[0]) / int_size;
    printf("Number of Columns In Two Dimensional ( 2D ) Integer Array Is = %d\n
      \n", iArray_num_columns);

    iArray_num_elements = iArray_num_rows * iArray_num_columns;
    printf("Number of Elements In Two Dimensional ( 2D ) Integer Array Is = %d\n
      \n", iArray_num_elements);

    printf("\n\n");
    printf("Elements In The 2D Array : \n\n");

    // ****** PIECE-MEAL ASSIGNMENT ******
    // ****** ROW 1 ******
    iArray[0][0] = 21;
    iArray[0][1] = 42;
    iArray[0][2] = 63;
    iArray[0][3] = 84;
    iArray[0][4] = 105;

    // ****** ROW 2 ******
    iArray[1][0] = 22;
    iArray[1][1] = 44;
    iArray[1][2] = 66;
    iArray[1][3] = 88;
    iArray[1][4] = 110;

    // ****** ROW 3 ******
    iArray[2][0] = 23;
    iArray[2][1] = 46;
```

```
49      iArray[2][2] = 69;
50      iArray[2][3] = 92;
51      iArray[2][4] = 115;
52
53      // *** DISPLAY ***
54      for (i = 0; i < iArray_num_rows; i++)
55      {
56          printf("****** ROW %d ******\n", (i + 1));
57          for (j = 0; j < iArray_num_columns; j++)
58          {
59              printf("iArray[%d][%d] = %d\n", i, j, iArray[i][j]);
60          }
61          printf("\n\n");
62      }
63
64      return(0);
65  }
66
67
```