EECS 183 Lab 5
Free Response Practice

2D Array. Complete the implementation of the initArray function, which sets all of the elements on the border (defined by rows and cols) of the array to 0, and 1 for all elements within the border (again, as defined by rows and cols).

EXAMPLE 1, for `rows = 4` and `cols = 4`:

if borderArray begins as:	`1 2 0 3`
	`0 2 4 6`
	`5 2 7 9`
	`7 6 3 2`
		it is set to this after executing initArray:	`0 0 0 0`
			`0 1 1 0`
			`0 1 1 0`
			`0 0 0 0`

EXAMPLE 2, for `rows = 2` and `cols = 4`:

if borderArray begins as:	`1 2 0 3` `0 2 4 6`	it is set to this after executing initArray:	`0 0 0 0` `0 0 0 0`

```
/**
* Requires: rows > 0 and cols > 0
* rows <= MAX_ROWS and cols <= MAX_COLS
* Modifies: borderArray
* Effects : Sets all entries, within bounds of rows and cols,
*           in borderArray on the perimeter (first and last
*           row, first and last column) to 0, and 1 otherwise.
*/
void initArray(int borderArray[MAX_ROWS][MAX_COLS],
               int rows, int cols) {









    return;
}
```