

Function & 2D Array

- **Function:**

Syntax:

```
data_type function_name (data_type_parameters parameters)
{
    //Code
}
```

Example1:

```
int display(int a)
{
    printf("%d",a);
}

int main()
{
    int a=5;
    display(a);//function call
}
```

Example2:

```
int display(int a[], int n)
{
    for(int i=0; i<n; i++)
    {
        printf("%d ",a[i]);
    }
}

int main()
{
    int ara[5]= {5,4};
    display(ara,5);//function call
}
```

- **2D Array:**

Syntax:

```
data_type array_name [row_size][column_size];
```

Example:

`int ara[2][3];`

<code>ara[0][0]</code>	<code>ara[0][1]</code>	<code>ara[0][2]</code>
<code>ara[1][0]</code>	<code>ara[1][1]</code>	<code>ara[1][2]</code>

- **Declare and Initialize 2D Array:**

Example-1:

```
int ara[][3] = {{1,2,3},{4,5,6}};

printf("%d ",ara[0][0]);
printf("%d ",ara[0][1]);
printf("%d ",ara[0][2]);

printf("%d ",ara[1][0]);
printf("%d ",ara[1][1]);
printf("%d ",ara[1][2]);
```

Example-2:

```
int ara[][3] = {{1,2,3},{4,5,6}};

for(int i=0; i<2; i++)
{
    for(int j=0; j<3; j++)
    {
        printf("%d ",ara[i][j]);
    }
    printf("\n");
}
```

Example-3:

```
int n,m;
scanf("%d %d",&n,&m);

int ara[n][m];

for(int i=0; i<n; i++)
{
    for(int j=0; j<m; j++)
    {
        scanf("%d",&ara[i][j]);
    }
}
```

```
for(int i=0; i<n; i++)
{
    for(int j=0; j<m; j++)
    {
        printf("%d ",ara[i][j]);
    }
    printf("\n");
}
```

- **Passing 2D Array in Function:**

<p><u>Syntax:</u></p> <pre> data_type fun_name(array_data_type array_name [][][column_size]) { //code here } </pre>	<pre> #include<stdio.h> int m; void display(int ara[][m],int n) { for(int i=0; i<n; i++) { for(int j=0; j<m; j++) { printf("%d ",ara[i][j]); } printf("\n"); } } int main() { int n; scanf("%d %d",&n,&m); int ara[n][m]; for(int i=0; i<n; i++) { for(int j=0; j<m; j++) { scanf("%d",&ara[i][j]); } } display(ara,n); } </pre>
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- **Practice:**

1. Find the maximum and minimum value from array using function.
2. Add the two matrix where A = [[1,2,3], [4,5,6]] and B = [[7,8,9], [10,11,12]]

- **Assignment:**

1. Find the matrix multiplication of your roll number.