

ENGG1003 - PASS Session 8

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Monday	14-15	ES238
Wednesday	12-13	ES238
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Multi-dimensional arrays

The simplest form of multidimensional array is the two-dimensional array. In essence a 2D array is a list of one-dimensional arrays. The following is an example of declaring a 2D array of size `[x][y]`:

```
1 type arrayName [x][y];
```

where `type` is the array data type and `arrayName` is a valid C variable name. A 2D array can be considered as a table which will have `x` number of rows and `y` number of columns. A 2D array `a`, which contains three rows and four columns can be shown as follows

	Column 0	Column 1	Column 2	Column 3
Row 0	<code>a[0][0]</code>	<code>a[0][1]</code>	<code>a[0][2]</code>	<code>a[0][3]</code>
Row 1	<code>a[1][0]</code>	<code>a[1][1]</code>	<code>a[1][2]</code>	<code>a[1][3]</code>
Row 2	<code>a[2][0]</code>	<code>a[2][1]</code>	<code>a[2][2]</code>	<code>a[2][3]</code>

Thus, every element in the array `a` is identified by an element name of the form `a[i][j]`, where `a` is the name of the array, and `i` and `j` are the subscripts that uniquely identify each element in `a`.

Multidimensional arrays may be initialized by specifying bracketed values for each row. The following initialises an array with 3 rows and each row has 4 columns

```
1 int a[3][4] = {
2     {0, 1, 2, 3} ,    // initializers for row indexed by 0
3     {4, 5, 6, 7} ,    // initializers for row indexed by 1
4     {8, 9, 10, 11}    // initializers for row indexed by 2
5 };
```

The line breaks in the above code are just for readability and are not required.

Just like with 1D arrays, an element in a 2D array is accessed by using the array indexes like so

```
1 int val = a[2][3];    // store the value 11 from the array in val
```

Like with 1D arrays, loops will be needed if you want to access each element of a 2D array. However, an additional nested loop is required for each additional dimension of the array, i.e. one nested loop for a 2D array. The following is an example of printing each value of the 2D array `a`

```
1 int i, j;
2 for ( i = 0; i < 3; i++ ) {    // loop for the row index
3     for ( j = 0; j < 4; j++ ) { // loop for the column index
4         printf("a[%d][%d] = %d\n", i, j, a[i][j] );
5     }
6 }
```

Practice Programming

Task 1: 2D Array Sum

Write a C program that finds the sum of all of the elements in a 2D array. Use the following initialisation for your initial testing.

```
1  int a[3][4] = {  
2      {0, 1, 2, 3} ,  
3      {4, 5, 6, 7} ,  
4      {8, 9, 10, 11}  
5  };
```

Task 2: Row Sum

Write a C program that finds the smallest number in each row of a 2D array. The result for each i^{th} row should be stored in the i^{th} element of a 1D array. Use the same initialisation as previous for initial testing.

Task 3: Matrix Inverse

Note: You won't have seen these words or concepts before but it's not necessary to complete this task.

For a 2×2 matrix (2D array: 2 rows, 2 columns) A defined as

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

the *determinant* of the matrix A can be calculated by

$$\det(A) = ad - bc$$

If the determinant is zero, the matrix is said to be *non-invertible*, i.e. its *inverse* does not exist. If the determinant is non-zero, the inverse of the matrix (A^{-1}) can be found with the formula

$$A^{-1} = \frac{1}{\det(A)} \times \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

1. Write a C program that will calculate the determinant of a 2×2 matrix.
2. Expand on the previous program by calculating the inverse of the 2×2 matrix (only if it exists). If it does not exist, print a warning message to the user.