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...20_C_Snippets_Upload_07_13.06.2020\11-Arrays\ArraySizes.c
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1
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```
1 #include <stdio.h>
 2
 3 int main(void)
 4 {
 5
        // variable declaration
 6
        int iArray_One[5];
 7
        int iArray Two[5][3];
 8
        int iArray_Three[100][100][5];
 9
10
        int num_rows_2D;
11
        int num_columns_2D;
12
13
       int num rows 3D;
14
        int num columns 3D;
15
        int depth_3D;
16
       // code
17
        printf("\n\n");
        printf("Size of 1-D integer array iArray_One = %lu\n", sizeof(iArray_One));
19
        printf("Number of elements in 1-D integer array iArray_One = %lu\n", (sizeof
20
          (iArray_One) / sizeof(int)));
21
        printf("\n\n");
22
23
        printf("Size of 2-D integer array iArray_Two = %lu\n", sizeof(iArray_Two));
24
25
        printf("Number rows in 2-D integer array iArray_Two = %lu\n", (sizeof
          (iArray_Two) / sizeof(iArray_Two[0])));
26
        num_rows_2D = (sizeof(iArray_Two) / sizeof(iArray_Two[0]));
27
28
        printf("Number of elements (columns) in each row in 2-D integer array
          iArray_Two = %lu\n", (sizeof(iArray_Two[0]) / sizeof(iArray_Two[0][0])));
29
        num_columns_2D = (sizeof(iArray_Two[0]) / sizeof(iArray_Two[0][0]));
30
31
        printf("Number of elements in total in 2-D Array iArray_Two = %d\n",
          (num_rows_2D * num_columns_2D));
32
33
        printf("\n\n");
34
        printf("\n\n");
35
        printf("Size of 3-D integer array iArray Three = %lu\n", sizeof
36
          (iArray_Three));
37
38
        printf("Number rows in 3-D integer array iArray_Three = %lu\n", (sizeof
                                                                                        P
          (iArray_Three) / sizeof(iArray_Three[0])));
39
        num_rows_3D = (sizeof(iArray_Three) / sizeof(iArray_Three[0]));
40
        printf("Number of elements (columns) in one row in 3-D integer array
          iArray_Three = %lu\n", (sizeof(iArray_Three[0]) / sizeof(iArray_Three[0])
          [0])));
42
        num_columns_3D = (sizeof(iArray_Three[0]) / sizeof(iArray_Three[0][0]));
43
        printf("Number of elements (depth) in one column in one row in 3-D integer
44
```

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          array iArray_Three = %lu\n", (sizeof(iArray_Three[0][0]) / sizeof
          (iArray_Three[0][0][0])));
       depth_3D = (sizeof(iArray_Three[0][0]) / sizeof(iArray_Three[0][0][0]));
45
46
       printf("Number of elements in total in 3-D Array iArray_Three = %d\n",
47
          (num_rows_3D * num_columns_3D * depth_3D));
48
       printf("\n\n");
49
50
51
       return(0);
52 }
53
54
55
```