```
1 #include <stdio.h>
 2 int main(void)
 3 {
 4
       //variable declaraions
 5
 6
       //IN-LINE INITIALIZATION
 7
        int iArray[5][3][2] = { { { 9, 18 }, { 27, 36 }, { 45, 54 } },
                                { { 8, 16 }, { 24, 32 }, { 40, 48 } },
 8
 9
                                { { 7, 14 }, { 21, 28 }, { 35, 42 } },
10
                                \{ \{ 6, 12 \}, \{ 18, 24 \}, \{ 30, 36 \} \},
11
                                { { 5, 10 }, { 15, 20 }, { 25, 30 } } };
12
       int int_size;
       int iArray_size;
13
14
       int iArray num elements, iArray width, iArray height, iArray depth;
15
16
       //code
       printf("\n\n");
17
18
19
       int_size = sizeof(int);
20
21
       iArray_size = sizeof(iArray);
22
       printf("Size Of Three Dimensional ( 3D ) Integer Array Is = %d\n\n",
          iArray_size);
23
24
       iArray width = iArray size / sizeof(iArray[0]);
25
       printf("Number of Rows (Width) In Three Dimensional ( 3D ) Integer Array Is = →
          %d\n\n", iArray_width);
26
27
       iArray height = sizeof(iArray[0]) / sizeof(iArray[0][0]);
28
       printf("Number of Columns (Height) In Three Dimensional ( 3D ) Integer Array >
         Is = %d\n\n", iArray_height);
29
30
       iArray_depth = sizeof(iArray[0][0]) / int_size;
31
       printf("Depth In Three Dimensional ( 3D ) Integer Array Is = %d\n\n",
          iArray_depth);
32
33
       iArray_num_elements = iArray_width * iArray_height * iArray_depth;
34
        printf("Number of Elements In Three Dimensional ( 3D ) Integer Array Is = %d →
         \n\n", iArray_num_elements);
35
       printf("\n\n");
36
37
       printf("Elements In Integer 3D Array : \n\n");
38
        // *** PIECE-MEAL DISPLAY ***
39
40
        // ***** ROW 1 *****
       printf("***** ROW 1 ******\n");
41
       printf("***** COLUMN 1 ******\n");
42
43
       printf("iArray[0][0][0] = %d\n", iArray[0][0][0]);
44
       printf("iArray[0][0][1] = %d\n", iArray[0][0][1]);
45
       printf("\n");
46
       printf("****** COLUMN 2 ******\n");
47
```

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...ization\01-PiecemealAccess\ThreeDimensionalIntegerArray.c
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```
2
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```
printf("iArray[0][1][0] = %d\n", iArray[0][1][0]);
48
       printf("iArray[0][1][1] = %d\n", iArray[0][1][1]);
49
50
        printf("\n");
51
52
        printf("***** COLUMN 3 ******\n");
53
        printf("iArray[0][2][0] = %d\n", iArray[0][2][0]);
54
       printf("iArray[0][2][1] = %d\n", iArray[0][2][1]);
55
       printf("\n\n");
56
57
        // ***** ROW 2 *****
       printf("***** ROW 2 ******\n");
58
        printf("***** COLUMN 1 ******\n");
59
60
       printf("iArray[1][0][0] = %d\n", iArray[1][0][0]);
61
        printf("iArray[1][0][1] = %d\n", iArray[1][0][1]);
62
       printf("\n");
63
       printf("****** COLUMN 2 ******\n");
64
       printf("iArray[1][1][0] = %d\n", iArray[1][1][0]);
65
       printf("iArray[1][1][1] = %d\n", iArray[1][1][1]);
66
67
       printf("\n");
68
       printf("****** COLUMN 3 ******\n");
69
70
        printf("iArray[1][2][0] = %d\n", iArray[1][2][0]);
71
       printf("iArray[1][2][1] = %d\n", iArray[1][2][1]);
72
       printf("\n\n");
73
        // ***** ROW 3 *****
74
75
        printf("***** ROW 3 ******\n");
        printf("***** COLUMN 1 ******\n");
76
77
       printf("iArray[2][0][0] = %d\n", iArray[2][0][0]);
       printf("iArray[2][0][1] = %d\n", iArray[2][0][1]);
78
79
        printf("\n");
80
        printf("***** COLUMN 2 *****\n");
81
82
       printf("iArray[2][1][0] = %d\n", iArray[2][1][0]);
83
        printf("iArray[2][1][1] = %d\n", iArray[2][1][1]);
84
       printf("\n");
85
        printf("***** COLUMN 3 ******\n");
86
       printf("iArray[2][2][0] = %d\n", iArray[2][2][0]);
87
       printf("iArray[2][2][1] = %d\n", iArray[2][2][1]);
88
89
       printf("\n\n");
90
        // ***** ROW 4 *****
91
        printf("***** ROW 4 ******\n");
92
       printf("***** COLUMN 1 ******\n");
93
94
       printf("iArray[3][0][0] = %d\n", iArray[3][0][0]);
95
       printf("iArray[3][0][1] = %d\n", iArray[3][0][1]);
96
       printf("\n");
97
        printf("***** COLUMN 2 ******\n");
98
        printf("iArray[3][1][0] = %d\n", iArray[3][1][0]);
99
```

```
...ization\01-PiecemealAccess\ThreeDimensionalIntegerArray.c
```

123

124125

126 } 127 128 printf("\n\n");

return(0);

```
printf("iArray[3][1][1] = %d\n", iArray[3][1][1]);
100
        printf("\n");
101
102
        printf("****** COLUMN 3 ******\n");
103
104
        printf("iArray[3][2][0] = %d\n", iArray[3][2][0]);
105
        printf("iArray[3][2][1] = %d\n", iArray[3][2][1]);
106
        printf("\n\n");
107
        // ***** ROW 5 *****
108
109
        printf("***** ROW 5 ******\n");
        printf("***** COLUMN 1 ******\n");
110
        printf("iArray[4][0][0] = %d\n", iArray[4][0][0]);
111
        printf("iArray[4][0][1] = %d\n", iArray[4][0][1]);
112
113
        printf("\n");
114
        printf("****** COLUMN 2 ******\n");
115
        printf("iArray[4][1][0] = %d\n", iArray[4][1][0]);
116
117
        printf("iArray[4][1][1] = %d\n", iArray[4][1][1]);
        printf("\n");
118
119
        printf("***** COLUMN 3 ******\n");
120
        printf("iArray[4][2][0] = %d\n", iArray[4][2][0]);
121
        printf("iArray[4][2][1] = %d\n", iArray[4][2][1]);
122
```

3