# Day 71/180 Dynamic Memory Allocation of 2D and 3D arrays

1: int arr[3][4],
   cout<<arr;
   cout<<arr[0]
   cout<<arr[0][0]
 What will be the output of the program and show us the proper reason behind it.

2: How memory is deallocated in case of dynamically created 3D arrays in c++.

3: Dynamically create 4D arrays in C++.