

```
#include <stdio.h>

int main() {
    int A[2][2][2] = {
        {{1, 2}, {3, 4}},
        {{5, 6}, {7, 8}}
    };

    int B[2][2][2] = {
        {{9, 10}, {11, 12}},
        {{13, 14}, {15, 16}}
    };

    int SUM[2][2][2];

    // Matrix addition
    for (int i = 0; i < 2; i++)
        for (int j = 0; j < 2; j++)
            for (int k = 0; k < 2; k++)
                SUM[i][j][k] = A[i][j][k] + B[i][j][k];

    // Display result
    printf("Resultant 3D Matrix (Sum):\n");
    for (int i = 0; i < 2; i++) {
        printf("Layer %d:\n", i + 1);
        for (int j = 0; j < 2; j++) {
```

```
int SUM[2][2][2];

// Matrix addition
for (int i = 0; i < 2; i++)
    for (int j = 0; j < 2; j++)
        for (int k = 0; k < 2; k++)
            SUM[i][j][k] = A[i][j][k] + B[i][j][k];

// Display result
printf("Resultant 3D Matrix (Sum):\n");
for (int i = 0; i < 2; i++) {
    printf("Layer %d:\n", i + 1);
    for (int j = 0; j < 2; j++) {
        for (int k = 0; k < 2; k++)
            printf("%d\t", SUM[i][j][k]);
        printf("\n");
    }
    printf("\n");
}

return 0;
```

Resultant 3D Matrix (Sum):

Layer 1:

10 12

14 16

Layer 2:

18 20

22 24