



Matrix in c++

In C++, a matrix or a 2D array can store elements in a two-dimensional grid. It's essentially an array of arrays, where each element can be accessed using two indices: one for the row and one for the column. Here's how you can declare, initialize, and work with a 2D array in C++:

```
#include <iostream>
using namespace std;
int main()
{
    // Declare a 2D array
    int matrix[3][3],i,j; // This creates a 3x3 matrix
    // Initialize the elements of the matrix
    for (i= 0; i < 3; i++)
    {
        for (j = 0; j < 3; j++)
        {
            cin>>matrix[i][j];
        }
    }
    // Access and print the elements of the matrix
    for (i = 0; i < 3; i++)
    {
        for (j = 0; j < 3; j++)
        {
            cout << matrix[i][j] << " ";
        }
        cout << "\n";
    }
    return 0;
}
```

In this example, we declared a 3x3 matrix of integers, **matrix[3][3]**. We then used nested loops to initialize its elements with values that correspond to their indices. Finally, we used another set of nested loops to access and print the elements of the matrix.