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Documentation and Explanation for the Updated C++ Code:

Title: 2D Dynamic Array Generation and Even Number Count

Purpose: The purpose of this C++ program is to demonstrate the creation of a 2D dynamic array with random integer values between 0 and 10, and then count the number of even numbers present in the generated array.

Functions:

**1-int\*\* create(int rows, int cols)**:

* This function takes two integer arguments: **rows** and **cols**, which represent the number of rows and columns, respectively, for the 2D array.
* It dynamically creates a 2D integer array using pointers and fills the array with random integers between 0 and 10 (inclusive) using the **rand()** function from the C Standard Library.
* The random numbers are generated using the modulo operator **%**, which returns the remainder of the division of two numbers.
* The function then returns the pointer to the dynamically created array.

**2-void print(int\*\* arr, int rows, int cols)**:

* This function takes three arguments: **arr** (the 2D integer array), **rows**, and **cols**.
* It prints the elements of the 2D array in a row-major format, i.e., row by row.

**3-int find(int\*\* arr, int rows, int cols)**:

* This function takes three arguments: **arr** (the 2D integer array), **rows**, and **cols**.
* It counts the number of even numbers present in the 2D array and returns the count.

Main Function:

* The **main()** function is the entry point of the program.
* It prompts the user to input the number of rows and columns they want in the 2D array.
* The **create()** function is then called to create the 2D dynamic array and fill it with random integers between 0 and 10.
* After that, it calls the **print()** function to display the elements of the 2D array on the console.
* The **find()** function is called to count the number of even numbers in the array.
* The program then prints the result, i.e., the count of even numbers in the 2D array.

Dynamic Memory Allocation: The dynamic memory allocation is used to create the 2D array in the **create()** function. The use of **new** keyword for creating rows and each row being a dynamic array of integers allows the array to be dynamically sized based on user input.

Random Number Generation: The random integers between 0 and 10 (inclusive) are generated using the **rand()** function along with the modulo operator **%**. Note that for improved random number generation, it is recommended to use the **<random>** header and the modern random number generation facilities in C++.

Note: Since this program uses dynamic memory allocation, it is essential to handle exceptions and edge cases properly (e.g., negative row/col inputs, memory allocation failure, etc.). Additionally, the code does not deallocate the dynamically allocated memory, which can lead to memory leaks. In real-world applications, proper memory management should be included. Furthermore, the usage of the **rand()** function for generating random numbers is not considered the best approach in modern C++. Instead, it's better to use the **<random>** header and modern random number generation facilities available in C++.

