- A 2-dimensional array in C is an array of arrays.
- It allows you to store and access elements in a tabular format with rows and columns.
- The elements in a 2D array are typically referred to using two indices, representing the row and column positions.

Here's the general syntax for declaring and initializing a 2D array in C:
$C^{-1}$
datatype arrayName[rowSize][columnSize];

Here's an example of declaring and initializing a 2D array of integers:

```
C-
    int matrix[3][4]; // 3 rows and 4 columns
```

You can also initialize the elements of a 2D array during declaration:
$\mathrm{C}^{-1}$
int matrix[3][4] = \{ $\{1,2,3,4\}, ~ / /$ first row $\{5,6,7,8\}$, // second row $\{9,10,11,12\}$ // third row

To access individual elements in a 2D array, you use the row and column indices:
$C^{-1}$
int element = matrix[rowIndex][columnIndex];

Here's an example that demonstrates accessing and modifying elements in a 2D array:

```
C-
#include <stdio.h>
    int main() {
        int matrix[3][4] = {
            {1, 2, 3, 4},
            {5, 6, 7, 8},
            {9, 10, 11, 12}
        };
        printf("Element at matrix[1][2]: %d\n", matrix[1][2]); //
    Accessing element
        matrix[1][2] = 99;
    Modifying element
        printf("Modified element at matrix[1][2]: %d\n", matrix[1][2]);
        return 0;
```


## In this example,

- We declared and initialized a 2D array called matrix with 3 rows and 4 columns.
- We then accessed the element at matrix[1][2] (which is 7) and modified it to 99.
- Finally, we printed the modified element.

Remember that the indices in a 2D array start from 0 . The first index represents the row number, and the second index represents the column number.

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