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:::::::::::::
ex0.cc
:::::::::::::
#include<iostream>
using namespace std;

const int SIZE=3;

// A very useless program using multi-D arrays.
main()
{
    int B[SIZE][SIZE];
    int i=0;
    int j=0;

    B[2][2]=4;
    B[1][0]=6;
    B[0][1]=-5;
    B[0][0]=B[0][1]+B[2][2]*4;
    cout << B[0][0] << endl;
}
```

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:::::::::::::
ex1.cc
:::::::::::::
#include<iostream>
using namespace std;

const int SIZE=4;
const int OFFICE=0;
const int UNION=1;
const int LAB_101=2;
const int PINBALL_PETES=3;

// returns the time for a trip starting at location[0] and ending at
// location[steps-1].
double time(double travel[][SIZE], int location[], int steps)
{
    int i=0;
    double tmp=0.0;
    int start, end;

    if(steps<2)
        return(0.0); // No place to go!
    while(i<(steps-1))
    {
        start=location[i];
        end=location[i+1];
        cout << i << " " << start << " " << end << endl;
        tmp=tmp+travel[start][end];
        i=i+1;
    }
    return(tmp);
}

double initArray(double A[][SIZE])
{
    A[0][0]=0;
    A[0][1]=20;
    A[0][2]=5;
    A[0][3]=20;
    A[1][0]=15;
```

```
A[1][1]=0;
A[1][2]=25;
A[1][3]=10;
A[2][0]=5;
A[2][1]=25;
A[2][2]=0;
A[2][3]=25;
A[3][0]=20;
A[3][1]=15;
A[3][2]=25;
A[3][3]=0;
}

main()
{
    int trip1[4]={0,2,3,0};
    int trip2[5]={0,1,2,1,0};
    double travel[SIZE][SIZE];

    initArray(travel);
    cout << "trip 1 takes: " << time(travel,trip1,4) << endl;
    cout << "trip 2 takes: " << time(travel,trip2,5) << endl;
}
```