

Cilj vježbe: Učenik/ca će objasniti način učitavanja vrijednosti elemenata u dvodimenzionalno polje, objasniti način ispisa vrijednosti elemenata polja, navesti primjer učitavanja elemenata uz pomoć petlji, navesti primjer ispisa vrijednosti elemenata uz upotrebu petlji, objasniti inicijalizaciju i promjenu vrijednosti indeksa u petljama, opisati značaj nadzora nad graničnim vrijednostima petlje, napisati jednostavna i optimizirana rješenja problemskih zadataka

Izvođenje vježbe:

1. Riješiti preostale zadatke cjeline iz radne bilježnice.
2. Riješiti i objaviti rješenja najmanje tri problemska zadatka prema izboru sa dvodimenzionalnim poljima (uključujući komentare programskog rješenja, primjere ulazni podataka i izlazne ekrane).

3.

```
1 // ConsoleApplication4.cpp : This file contains the 'main' function. Program execution begins and ends there.
2 //
3 #include <iostream>
4 using namespace std;
5
6 int main() {
7     // Definicija 2x2 matrice i varijabla za zbroj
8     int a[2][2] = { {1, 2}, {3, 4} }, s = 0;
9
10    // Izračunava sve elemente
11    s = a[0][0] + a[0][1] + a[1][0] + a[1][1];
12
13    // Ispis rezultata
14    cout << "Zbroj: " << s;
15    return 0;
16
17    // Run program: Ctrl + F5 or Debug > Start Without Debugging menu
18    // Debug program: F5 or Debug > Start Debugging menu
19
20    // Tips for Getting Started:
21    // 1. Use the Solution Explorer window to add/manage files
22    // 2. Use the Team Explorer window to connect to source control
23    // 3. Use the Output window to see build output and other messages
24    // 4. Use the Error List window to view errors
25    // 5. Go to Project > Add New Item to create new code files, or Project > Add Existing Item
26    // 6. In the future, to open this project again, go to File > Open > Project and select the
27 }
```

Microsoft Visual Studio Debu X + -

Zbroj: 10
C:\Users\User\Documents\projects\ConsoleApplication4\x64\Debug\ConsoleApplication4.exe (process 8656) exited with code 0 (0x0).
Press any key to close this window . . .

4.

```

1 // ConsoleApplication4.cpp : This file contains the 'main' function. Program execution begins and ends there.
2 //
3 #include <iostream>
4 using namespace std;
5
6 int main() {
7     // Definiramo 2x2 matricu
8     int a[2][2] = { { 5, 6 }, { 7, 8 } };
9
10    // Ispis prvog retka
11    cout << a[0][0] << " " << a[0][1] << "\n";
12
13    // Ispis drugog retka
14    cout << a[1][0] << " " << a[1][1];
15
16    return 0;
17 }
18
19 //autor:David Koštarčić
20 // Run program: Ctrl + F5 or Debug > Start Without Debugging menu
21 // Debug program: F5 or Debug > Start Debugging menu
22
23 // Tips for Getting Started:
24 // 1. Use the Solution Explorer window to add/manage files
25 // 2. Use the Team Explorer window to connect to source control
26 // 3. Use the Output window to see build output and other messages
27 // 4. Use the Error List window to view errors
28 // 5. Go to Project > Add New Item to create new code files, or Project > Add Existing Item
29 // 6. In the future, to open this project again, go to File > Open > Project and select the
30
31

```

```

5 6
7 8
C:\Users\User\Documents\projects\ConsoleApplication4\x64\Debug\ConsoleApplication4.exe (process 36588) exited with code
0 (0x0).
Press any key to close this window . . .

```

5.

```

1 // ConsoleApplication4.cpp : This file contains the 'main' function. Program execution begins and ends there.
2 //
3 #include <iostream>
4 using namespace std;
5
6 int main() {
7     // Definiramo 2x2 matricu i max
8     int a[2][2] = { { 3, 9 }, { 5, 7 } }, m = a[0][0];
9
10    // ostali elementi i pokušavamo pronaci najveći
11    if (a[0][1] > m) m = a[0][1];
12    if (a[1][0] > m) m = a[1][0];
13    if (a[1][1] > m) m = a[1][1];
14
15    // Ispis najvećeg elementa
16    cout << "Max: " << m;
17    return 0;
18 }
19
20 //autor:David Koštarčić
21 // Run program: Ctrl + F5 or Debug > Start Without Debugging menu
22 // Debug program: F5 or Debug > Start Debugging menu
23
24 // Tips for Getting Started:
25 // 1. Use the Solution Explorer window to add/manage files
26 // 2. Use the Team Explorer window to connect to source control
27 // 3. Use the Output window to see build output and other messages
28 // 4. Use the Error List window to view errors
29 // 5. Go to Project > Add New Item to create new code files, or Project > Add Existing Item
30 // 6. In the future, to open this project again, go to File > Open > Project and select the
31
32

```

```

Max: 9
C:\Users\User\Documents\projects\ConsoleApplication4\x64\Debug\ConsoleApplication4.exe (process 38048) exited with code
0 (0x0).
Press any key to close this window . . .

```