

```
// sample5_5_1cio.cpp : コンソール アプリケーションのエントリ ポイントを定義します。
```

```
//
```

```
#include "stdafx.h"
```

```
#include <iostream>
```

```
#include <string>
```

```
using namespace std;
```

```
int _tmain(int argc, _TCHAR* argv[])
```

```
{
```

```
    int * a;
```

```
    a = new int[3];
```

```
    for (int i = 0; i < 3; i++)
```

```
        a[i] = i+1;
```

```
    for (int i = 0; i < 3; i++)
```

```
        cout << "a[" << i << "] = " << a[i] << endl;
```

```
    delete [] a;
```

```
    double *** c;
```

```
    c = new double**[2];
```

```
    for (int i = 0; i < 2; i++){
```

```
        c[i] = new double *[3];
```

```
        for (int j = 0; j < 3; j++)
```

```
            c[i][j] = new double[4];
```

```
    }
```

```
    for (int i = 0; i < 2; i++)
```

```
        for (int j = 0; j < 3; j++)
```

```
            for (int k = 0; k < 4; k++)
```

```
                c[i][j][k] = (i+1) * 100 + (j+1) * 10 + (k+1);
```

```
    for (int i = 0; i < 2; i++)
```

```
        for (int j = 0; j < 3; j++){
```

```
            for (int k = 0; k < 4; k++)
```

```
                cout << "  c[" << i << "][" << j << "]["
```

```
                    << k << "] = " << c[i][j][k];
```

```
                cout << endl;
```

```
            }
```

```
        for (int i = 0; i < 2; i++){
```

```
            for (int j = 0; j < 3; j++)
```

```
                delete [] c[i][j];
```

```
            delete [] c[i];
```

```
        }
```

```
    delete [] c;
```

```
    cout << endl << "何か文字を入力して終了。" << endl;
```

```
    string s;
```

```
    cin >> s;
```

```
    return 0;
```

```
}
```