Name(s) _____ Period _____ Date _____

Activity Guide - Tracing 2D Array Traversals

Part I: Draw a Trace Table

Draw a trace table that has:

- a column labeled **Line** for the line number
- a column labeled with the variable name for each variable declared, including loop control variables
- a column labeled **Output** for values printed

Part II: Complete the Trace Table

Trace the code segment. For each step, create a new row in your trace table and fill it in with the following:

- Write the line number you are currently executing in the **Line** column.
- Write the current value of the loop control variable in the loop control variable's column.
- If a variable was assigned a value, write the new value in the corresponding column.
- Fill in the other blank cells with the value from the cell located in the row above it.
- If a variable has not been created yet, leave the cell blank.

Code Segment

```java
double[][] arr = { {1.00, 1.25}, {2.00, 2.25} };
for (int row = 0; row < arr.length; row++) {
  for (int col = 0; col < arr[0].length; col++) {
    System.out.println(arr[row][col]);
  }
}
```

Trace Table

Draw and complete your trace table for the code segment in the space below.