

```
struct arr_float_2d
{
    float* elems;
    int dims[2];

    arr_float_2d(int dim1, int dim2) :
        elems(new float[dim1*dim2])
    {
        dims[0] = dim1;
        dims[1] = dim2;
    }

    ~arr_float_2d() { delete[] elems; }

    float& operator()(int i1, int i2)
    {
        return elems[(i1-1) + (i2-1) * dims[0]];
    }
};
```