```cpp
// This program demonstrates accepting a 2D array argument.
#include <iostream>
#include <iomanip>
using namespace std;

// Global constants
const int COLS = 4;       // Number of columns in each array
const int TBL1_ROWS = 3; // Number of rows in table1
const int TBL2_ROWS = 4; // Number of rows in table2

void showArray(const int [][COLS], int); // Function prototype

int main()
{
   int table1[TBL1_ROWS][COLS] = {{1, 2, 3, 4},
                                  {5, 6, 7, 8},
                                  {9, 10, 11, 12}};
   int table2[TBL2_ROWS][COLS] = {{10, 20, 30, 40},
                                  {50, 60, 70, 80},
                                  {90, 100, 110, 120},
                                  {130, 140, 150, 160}};

   cout << "The contents of table1 are:\n";
   showArray(table1, TBL1_ROWS);
   cout << "The contents of table2 are:\n";
   showArray(table2, TBL2_ROWS);
   return 0;
}

//*****************************************************************
// Function Definition for showArray                            *
// The first argument is a two-dimensional int array with COLS  *
// columns. The second argument, rows, specifies the number of  *
// rows in the array. The function displays the array's contents. *
//*****************************************************************

void showArray(const int array[][COLS], int rows)
{
   for (int x = 0; x < rows; x++)
   {
      for (int y = 0; y < COLS; y++)
      {
         cout << setw(4) << array[x][y] << " ";
      }
      cout << endl;
   }
}
```