Matrix			
row_numbers			
column_numbers			
- values			
init(self : 'matrix', number of columns : 'list of obj	ojects', number of rows : 'list of objects', values: list o	f lists of objects) ->None	
+ get_column_value(self: 'matrix',number : 'int') -> obj	ject		
+ get_row_value(self: 'matrix',number : 'int') -> object	i e e e e e e e e e e e e e e e e e e e		
+ set_column_value(self: 'matrix',number : 'int', value:	: object) ->None		
+ set_row_value(self: 'matrix',number : 'int', value: obj	oject) ->None		
+ swap_rows (self: 'matrix',row1 : 'int', row2 : 'int') -> N	None		
+ swap_columns(self: 'matrix',column1: 'int', column2	2 : 'int') -> None		
+ add (self: 'matrix',number_row 1: 'int', number_row2	2 :'int', number_column1 : 'int', number_column2 : '	'int') -> object	
+ subtract (self: 'matrix',number_row 1: 'int', number_	_row2 :'int', number_column1 : 'int', number_colum	n2 : 'int') -> object	
+ multiply_numbers (self: 'matrix',number_row 1: 'int',	', number_row2 :'int', number_column1 : 'int', numb	per_column2 : 'int') -> object	
+ transpose_matrix (self: 'matrix')->None			
7	<u> </u>		
Letter_Matrix	One_dimensional_matrix	Square_Matrix	
- values		-row_and_column_numbers	
init(self : 'matrix', number of columns : 'list of int',	+ set_value_at_position(self :	init(self : 'matrix', number of	
number of rows : 'list of int', values: list of lists of str) ->	'matrix', index:'int')-> None	columns : 'list of int', values: list of list	
None	+ get_value_at_position(self :	of object) -> None	
+ add_str (self: 'matrix',number_row 1: 'int', number_row2 :'int', number_column1 : 'int',	'matrix', index:'int')-> object	+ set_diagonal_left_to_right(self : 'matrix', values: list of objects)->	
number_column2 : 'int') -> str		None	
	7	+ set_diagonal_right_to_left(self:	
		'matrix', values: list of objects)-> None	
			Identity_matrix
	Symmetrical_Matrix	<u> </u>	
		Two_by_two_matrix	init(self: 'matrix', number of
	- change_other_value(self: 'matrix',		columns : 'list of int', value: object) -> None
	value: 'object')->None		
L		+ get_determinant(self : 'matrix')->	
		object	