

## Programming Language Lab. 3 (A 반)

### 3.1 Program to compute matrix addition and multiplication

- 1) Design an algorithm in pseudo code for computations of 3 x 3 matrix addition and multiplication.
- 2) Write a C++ program that inputs two 3 x 3 matrices, A and B, from input data file ("input.dat"), computes the addition of the two matrices,  $\mathbf{C} = \mathbf{A} + \mathbf{B}$ , and multiplication of the two matrices,  $\mathbf{D} = \mathbf{A} \times \mathbf{B}$ , and prints out the 3 x 3 matrices A, B, C and D.

File input and output will be explained in Lab. (and read Section 12.1)

The input data file has a format of matrix size (number\_row, number\_column) and data elements in order, as show below.

3	3	
1	2	3
6	5	4
7	9	8
3	3	
99	102	103
55	106	104
107	109	98

### 3.2 Program debugging in Visual Studio.

- 1) Using the debugging function of Visual studio, show and explain how to trace a program.
- 2) Using the debugging function of Visual studio, how to set breakpoints and check the intermediate operational status (such as checking the values of variables) of the program.
- 3) Using the debugging function of Visual studio, how to check the address of local variables and global variables.