#include <iostream>

using namespace std;

int main() {

int row1, colm1, row2, colm2; // Variables

// shape A

cout << "enter number of rows for the Matrix A : ";

cin >> row1;

cout << "enter number of columns for the Matrix A : ";

cin >> colm1;

int A [row1][colm1];

cout << endl << "Enter the elements of matrix A :" << endl;

for (int i = 0; i < row1; i++)

{

for (int j = 0; j < colm1; j++)

{

cout << "Enter element (" << i << ", " << j << "): ";

cin >> A [i][j];

}

}

// shape B

cout << "enter number of rows for the Matrix B : ";

cin >> row2;

cout << "enter number of columns for the Matrix B : ";

cin >> colm2;

int B [row2][colm2];

cout << endl << "Enter the elements of matrix B : " << endl;

for (int i = 0; i < row2; i++)

{

for (int j = 0; j < colm2; j++)

{

cout << "Enter element (" << i << ", " << j << "): ";

cin >> B [i][j];

}

}

int resultMatrix[row1][colm2];

// multiplication

for (int i = 0; i < row1; i++)

{

for (int j = 0; j < colm2; j++)

{

resultMatrix[i][j] = 0;

for (int k = 0; k < colm1; k++)

{

resultMatrix[i][j] += A [i][k] \* B [k][j];

}

}

}

// Print the result

cout << endl << "Multiplication Result: " << endl;

for (int i = 0; i < row1; i++)

{

for (int j = 0; j < colm2; j++)

{

cout << resultMatrix[i][j] << " ";

}

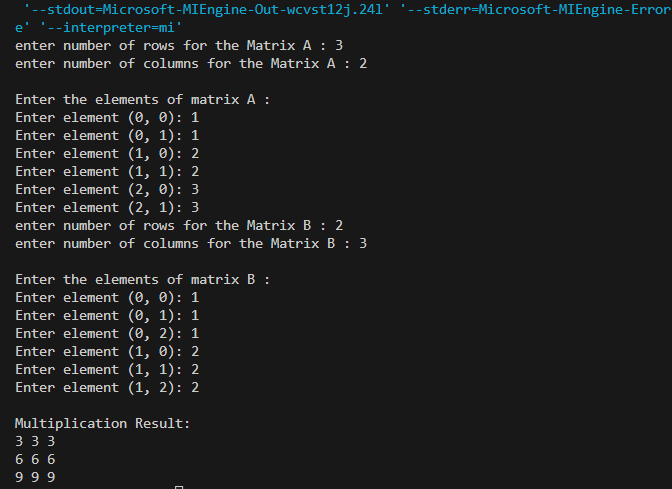
cout << endl;

}

return 0;

}

**✔output**

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