Matrix2D

- _rows: int
- _cols: int
- _value: int

+Matrix2D()
+Matrix2D(intRows:int,intCols:int,intValue:int)
+Matrix2D(objOriginal:const Matrix2D&)
+~Matrix2D()
+allocMem(intRows:int,intCols:int,intDef:int): void
+deleteMem(): void
+MutatorChange(intRow:int,intCol:int,intValue:int): void
+enforceRange(intVal:int,intMin:int,intMax:int): void
+clone(objOriginal:const Matrix2D): void
+getRows(): const int
+getCols(): const int
+getValue(intRow:int,intCol:int): const int
+operator=(objRHS:const Matrix2D&): Matrix2D&
+operator()(intRow:int,intCol:int): int&
+operator<<(LHS:ostream&,objRHS:const Matrix2D&): ostream
+operator++(): Matrix2D