```
#include <mpi.h>
#include <iostream>
#include <cstdlib>
#define N 1024
using namespace std;
void matrix_mult(double* A_local, double* B, double* C_local, int rows_per_process) {
  for (int i = 0; i < rows_per_process; i++) {
    for (int j = 0; j < N; j++) {
       C_{local[i * N + j] = 0;}
       for (int k = 0; k < N; k++) {
         C_{local[i * N + j]} += A_{local[i * N + k]} * B[k * N + j];
    }
  }
}
int main(int argc, char *argv[]) {
  MPI_Init(&argc, &argv);
  int rank, size;
  MPI_Comm_rank(MPI_COMM_WORLD, &rank);
  MPI_Comm_size(MPI_COMM_WORLD, &size);
  int rows_per_process = N / size;
  double* A_local = new double[rows_per_process * N];
  double* B = new double[N * N];
  double* C_local = new double[rows_per_process * N];
  if (rank == 0) {
    double* A = new double[N * N];
    for (int i = 0; i < N; i++) {
       for (int j = 0; j < N; j++) {
         A[i * N + j] = rand() \% 100;
         B[i * N + j] = rand() \% 100;
       }
    }
    MPI_Scatter(A, rows_per_process * N, MPI_DOUBLE, A_local, rows_per_process * N,
MPI_DOUBLE, 0, MPI_COMM_WORLD);
    delete[] A;
  } else {
    MPI_Scatter(nullptr, rows_per_process * N, MPI_DOUBLE, A_local, rows_per_process * N,
MPI_DOUBLE, 0, MPI_COMM_WORLD);
  MPI_Bcast(B, N * N, MPI_DOUBLE, 0, MPI_COMM_WORLD);
  double start_time = MPI_Wtime();
```

```
matrix_mult(A_local, B, C_local, rows_per_process);
  double end time = MPI Wtime();
  double elapsed_time = end_time - start_time;
  if (rank == 0) {
    double * C = new double[N * N];
    MPI_Gather(C_local, rows_per_process * N, MPI_DOUBLE, C, rows_per_process * N,
MPI_DOUBLE, 0, MPI_COMM_WORLD);
    delete[] C;
  } else {
    MPI_Gather(C_local, rows_per_process * N, MPI_DOUBLE, nullptr, rows_per_process * N,
MPI_DOUBLE, 0, MPI_COMM_WORLD);
  if (rank == 0) {
    cout << "Time taken for matrix multiplication: " << elapsed_time << " seconds." << endl;</pre>
  }
  delete[] A_local;
  delete[] B;
  delete[] C_local;
  MPI_Finalize();
  return 0;
}
```