1. **Define a class Matrix<T> to hold a matrix of numbers (e.g. integers, floats, decimals).**
2. **Implement an indexer this[row, col] to access the inner matrix cells.**
3. **Implement the operators + and - (addition and subtraction of matrices of the same size) and \* for matrix multiplication. Throw an exception when the operation cannot be performed. Implement the true operator (check for non-zero elements).**