Sejam três matrizes A (NxL), B (LxM), e C (NxM). Sendo C a matriz resultante de AxB.
Vale salientar que C[i] [j] = Somatória de (A[i] [k] * B[k] [j]) onde k varia de 0 até L – 1.

```
for (int i = 0; i < N; i++) {
  for (int j = 0; j < M; j++) {
    C[i] [j] = 0;
    for (int k = 0; k < L; k++) {
      C[i] [j] += A[i] [k] * B[k] [j];
    }
   }
}
```

Exemplos:

A (2x2) B(2x1) C(2x1)
A = | 1 2 | B = | 1 | C = | 5 |
| 3 4 | | 2 | | 11 |

i	j	k	C[i,j]		
0	0	0	C[0][0]	A[0][0] * B[0][0]	1*1 = 1
0	0	1	C[0][0]	A[0][0] * B[0][0] + A[0][1] * B[1][0]	1 * 1 + 2 * 2 = 5
1	0	0	C[1][0]	A[1][0] * B[0][0]	3 * 1 = 3
1	0	1	C[1][0]	A[1][1] * B[1][0]	3 * 1 + 4 * 2 = 11

A (2x2) B(2x2) C(2x2)
A = | 1 2 | B = | 1 2 | C = | 7 10 |
| 3 4 | | 3 4 | | 15 22 |

i	j	k	C[i,j]		
0	0	0	C[0][0]	A[0][0] * B[0][0]	1 * 1 = 1
0	0	1	C[0][0]	A[0][0] * B[0][0] + A[0][1] * B[1][0]	1 * 1 + 2 * 3 = 7
0	1	0	C[0][1]	A[0][0] * B[0][1]	1 * 2 = 2
0	1	1	C[0][1]	A[0][0] * B[0][1] + A[0][1] * B[1][1]	1 * 2 + 2 * 4 = 10
1	0	0	C[1][0]	A[1][0] * B[0][0]	3 * 1 = 3
1	0	0	C[1][0]	A[1][0] * B[0][0] + A[1][1] * B[1][0]	3 * 1 + 4 * 3 = 15
1	1	0	C[1][1]	A[1][0] * B[0][1]	3 * 2 = 6
1	1	1	C[1][1]	A[1][0] * B[0][1] + A[1][1] * B[1][1]	3 * 2 + 4 * 4 = 22