#include <stdio.h>

#define ROWS 3

#define COLS 3

void matrixAddition(int mat1[ROWS][COLS], int mat2[ROWS][COLS], int result[ROWS][COLS]) {

for (int i = 0; i < ROWS; i++) {

for (int j = 0; j < COLS; j++) {

result[i][j] = mat1[i][j] + mat2[i][j];

}

}

}

void displayMatrix(int mat[ROWS][COLS])

{

for (int i = 0; i < ROWS; i++) {

for (int j = 0; j < COLS; j++) {

printf("%d ", mat[i][j]);

}

printf("\n");

}

}

int main() {

int matrix1[ROWS][COLS] = {

{3, 2, 4},

{2, 6, 3},

{5, 8, 7}

};

int matrix2[ROWS][COLS] = {

{1, 4, 6},

{4, 3, 2},

{5, 7, 8}

};

int resultMatrix[ROWS][COLS];

matrixAddition(matrix1, matrix2, resultMatrix);

printf("Matrix 1:\n");

displayMatrix(matrix1)

printf("\nMatrix 2:\n");

displayMatrix(matrix2);

printf("\nMatrix Sum:\n");

displayMatrix(resultMatrix);

return 0;

}

Matrix 1:

3 2 4

2 6 3

5 8 7

Matrix 2:

1 4 6

4 3 2

5 7 8

Matrix Sum:

4 6 10

6 9 5

10 15 15