**Matrix.h**

/\* Matrix.h: Interface for Matrix multiplication fucntion(s)

\*

\* Copyright 2019 - Micheal Galle

\*/

#pragma once

void MultiplyAx(float\* A, int n, int m, float\* x, float\* y);

**Matrix.c**

#include "Matrix.h"

/\* Matrix.c: Implementation for Matrix multiplication fucntion(s)

\*

\* Copyright 2019 - Micheal Galle

\*/

void MultiplyAx(float\* A, //2D matrix

int rows, //rows in matrix A

int cols, //cols in matrix A

float\* x, //cols x 1 input vector

float\* y) //rows x 1 output vector

{

int sum;

for (int r = 0; r < rows; r++) {

y[r] = 0;

for (int c = 0; c < cols; c++) {

y[r] += A[cols \* r + c] \* x[c];

}

}

}

**Output**

