```cpp
#include<iostream>
#include<string>
#include<iomanip>
using namespace std;

int RandomNumber(int From, int To)
{
    //Function to generate a random number
    int randNum = rand() % (To - From + 1) + From;
    return randNum;
}
void FillMatrixWithRandomNumbers(int arr[3][3], short Rows, short Cols)
{
    for (short i = 0; i < Rows; i++)
    {
        for (short j = 0; j < Cols; j++)
        {
            arr[i][j] = RandomNumber(1, 100);
        }
    }
}

void PrintMatrix(int arr[3][3], short Rows, short Cols)
{

    for (short i = 0; i < Rows; i++)
    {
        for (short j = 0; j < Cols; j++)
        {
            cout << setw(3) << arr[i][j] << "     ";
        }
        cout << "\n";
    }
}

int ColSum(int arr[3][3], short ColNumber, short Rows)
{
    int Sum = 0;

    for (short j = 0; j <= Rows - 1; j++)
    {
        Sum += arr[j][ColNumber];
    }
    return Sum;
}

void PrintEachColSum(int arr[3][3], short Rows, short Cols)
{
    cout << "\nThe the following are the sum of each Col in the matrix:\n";
    for (short i = 0; i < Cols; i++)
    {
        cout << " Col " << i + 1 << " Sum = " << ColSum(arr, i, Rows) <<
          endl;
```

```
53      }
54  }
55
56  int main()
57  { //Seeds the random number generator in C++, called only once
58      srand((unsigned)time(NULL)); int arr[3][3];
59      FillMatrixWithRandomNumbers(arr, 3, 3);
60
61      cout << "\nThe following is a 3x3 random matrix:\n";
62      PrintMatrix(arr, 3, 3);
63      PrintEachColSum(arr, 3, 3);
64
65      system("pause>0");
66  }
```