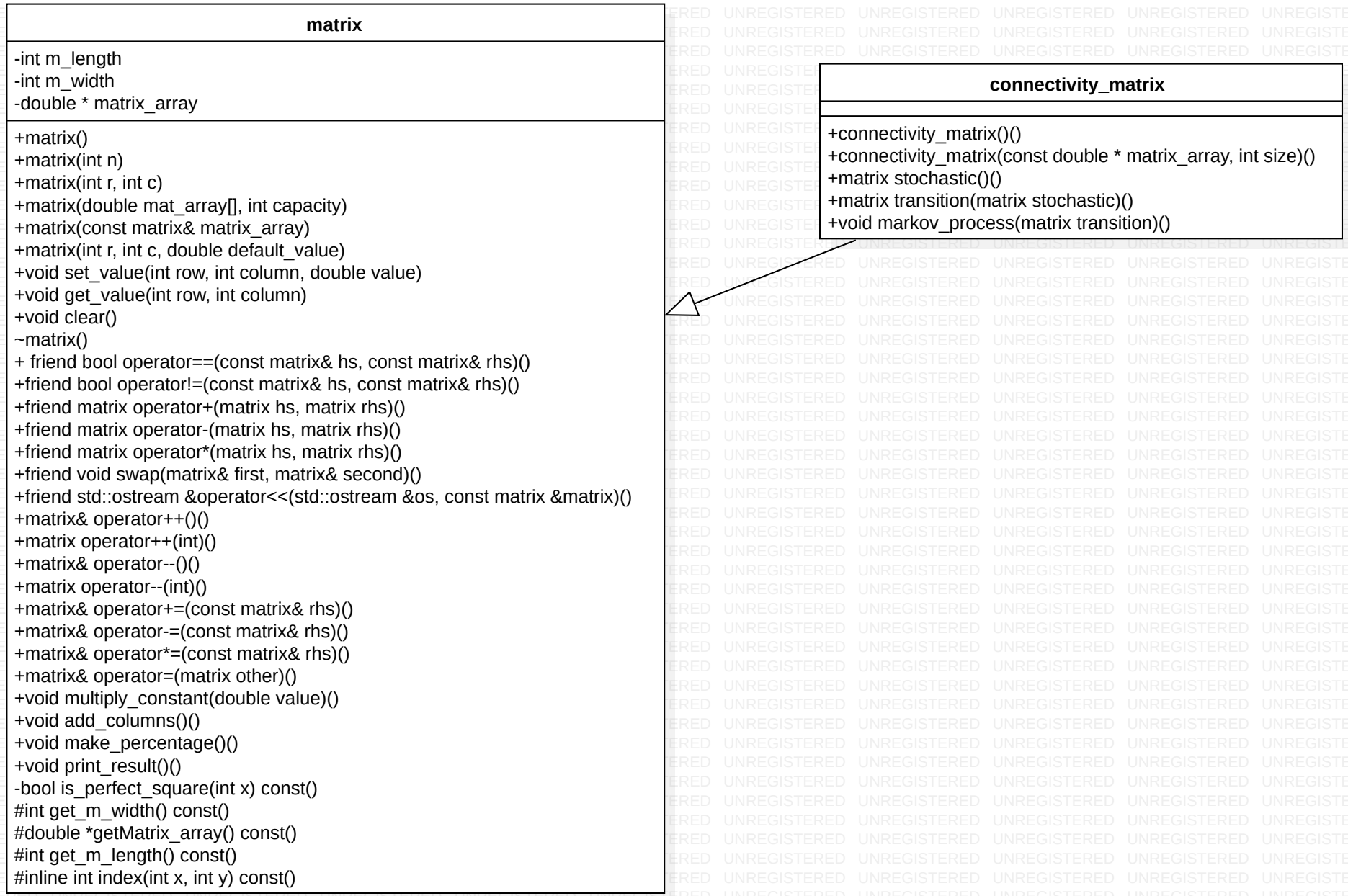
matrix
-int m_length
-int m_width
-double * matrix_array
+matrix()
+matrix(int n)
+matrix(int r, int c)
+matrix(double mat_array[], int capacity)
+matrix(const matrix& matrix_array)
+matrix(int r, int c, double default_value)
+void set_value(int row, int column, double value)
+void get_value(int row, int column)
+void clear()
~matrix()
+ friend bool operator==(const matrix& hs, const matrix& rhs)()
+friend bool operator!=(const matrix& hs, const matrix& rhs)()
+friend matrix operator+(matrix hs, matrix rhs)()
+friend matrix operator-(matrix hs, matrix rhs)()
+friend matrix operator*(matrix hs, matrix rhs)()
+friend void swap(matrix& first, matrix& second)()
+friend std::ostream &operator<<(std::ostream &os, const matrix &matrix)()
+matrix& operator++()()
+matrix operator++(int)()
+matrix& operator--()()
+matrix operator--(int)()
+matrix& operator+=(const matrix& rhs)()
+matrix& operator-=(const matrix& rhs)()
+matrix& operator*=(const matrix& rhs)()
+matrix& operator=(matrix other)()
+void multiply_constant(double value)()
+void add_columns()()
+void make_percentage()()
+void print_result()()
-bool is_perfect_square(int x) const()
#int get_m_width() const()
#double *getMatrix_array() const()
#int get_m_length() const()
#inline int index(int x, int y) const()
connectivity_matrix
+connectivity_matrix()()
+connectivity_matrix(const double * matrix_array, int size)()
+matrix stochastic()()
+matrix transition(matrix stochastic)()
+void markov_process(matrix transition)()