

Assignment - 1

For a $n \times n$ identity matrix, the rows are R_1, R_2, \dots, R_n and columns are C_1, C_2, \dots, C_n . Consider a binary string of length $n-1$. The position of 1 in the string indicates that which columns/rows of the identity matrix are to be added. The following example illustrates how the transformed matrices are generated considering binary strings.

Example: Let a 4×4 identity matrix be

```
1 0 0 0
0 1 0 0
0 0 1 0
0 0 0 1
```

For binary string of length 3, the following matrix operations are defined considering rows.

Serial No.	Binary String	Operations to be performed	Final Matrix
1	000	R_1, R_2, R_3, R_4	1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1
2	001	$R_1, R_2, R_3 + R_4$	1 0 0 0 0 1 0 0 0 0 1 1
3	010	$R_1, R_2 + R_3, R_4$	1 0 0 0 0 1 1 0 0 0 0 1
4	011	$R_1, R_2 + R_3 + R_4$	1 0 0 0 0 1 1 1
5	100	$R_1 + R_2, R_3, R_4$	1 1 0 0 0 0 1 0 0 0 0 1
6	101	$R_1 + R_2, R_3 + R_4$	1 1 0 0 0 0 1 1
7	110	$R_1 + R_2 + R_3, R_4$	1 1 1 0 0 0 0 1
8	111	$R_1 + R_2 + R_3 + R_4$	1 1 1 1

Similarly, for binary string of length 3, the following matrix operations are defined considering columns.

Serial No.	Binary String	Operations to be performed	Final Matrix
1	000	C_1, C_2, C_3, C_4	1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1
2	001	$C_1, C_2, C_3 + C_4$	1 0 0 0 1 0 0 0 1

			0 0 1
3	010	C1,C2+C3,C4	1 0 0 0 1 0 0 1 0 0 0 1
4	011	C1,C2+C3+C4	1 0 0 1 0 1 0 1
5	100	C1+C2,C3,C4	1 0 0 1 0 0 0 1 0 0 0 1
6	101	C1+C2,C3+C4	1 0 1 0 0 1 0 1
7	110	C1+C2+C3,C4	1 0 1 0 1 0 0 1
8	111	C1+C2+C3+C4	1 1 1 1

Now enter binary string for row (say x) and column (say y)

Enter x = 001

Enter y = 110

Initial Identity Matrix (I)		Matrix (say I _{row}) after row-wise operation on I considering string x		Matrix after column-wise operation on I _{row} considering string y
1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1	Perform x = 001	1 0 0 0 0 1 0 0 0 0 1 1	Perform y = 110	1 0 1 0 1 1

Sample Input/output:

Enter the number of rows in the identity matrix = 4

Enter x = 001

Enter y = 110

Final matrix:

1 0

1 0

1 1

Use separate functions to perform the different functionalities. The name of the program should be **assign1_<ROLL_NO>.c**. If you copy others' program or if you allow others to copy your program then in both cases the penalty will be same.