

Advanced Programming Techniques Introduction to Java Exercise 1

You are required to implement the below set of classes as a part of a system that uses matrices in its operations. Also, you have to write a test main function to show how to use these classes. The classes are described below.

Class: Matrix

This class have to be implemented as a **generic** class that allows the matrix to carry **any type of numbers: integers, doubles, floats,...**

Data Members:

- 1- Numbers: A 2D array that carries the numbers of the matrix
- 2- M: number of rows of the matrix
- 3- N: number of columns of the matrix

Methods:

- 1- **Constructor**: takes the number of **rows** and **columns** to initialize the data members and **allocates** a memory for the numbers 2D array accordingly.
- 2- **SetNumbers**: takes a 1D array of numbers containing all the values of the matrix recorded row by row. It returns **true** if setting the matrix numbers has finished correctly, else it returns **false**.

For example: if the matrix is

2
3 4

The input array will be {1,2,3,4}

- 3- **Print**: it prints the elements of the matrix each row in a separate line and each row elements are separated by spaces.
- 4- **Transpose**: it formulates the transpose Numbers^T of the 2D array numbers by writing the rows of Numbers as the columns of Numbers^T . **After executing this function, Numbers array should carry its transpose and the number of rows and columns are swapped.**

For Example,

The original matrix

1 2
3 4
5 6

The transposed matrix

1 3 5
2 4 6

Class: IdentityMatrix

This class **inherits** from class Matrix. It represents the identity/unit matrix that is a **square** matrix carrying **ones on its diagonal and the other elements are zeros.**

Data Members:

No extra data members

Methods:

- 1- **Constructor**: takes the number of rows and columns to pass them to its parent class.
- 2- **SetNumbers**: **overrides** the SetNumbers method in Matrix class. It sets the numbers as done in class Matrix and performs **extra checks** on the special properties of the identity matrix.
- 3- **Transpose**: **overrides** the Transpose method in Matrix class. As known, the transpose of the identity matrix is the original matrix **itself** because it's a symmetric matrix.