



Question	1	2			TOTAL
Maximum Score	30	70			100
Student Score					

### Instructions

- This assignment is equal to one quiz.
- Uncommented, Cheated or Plagiarized answers will get ZERO.
- All the codes should be error-free, and each line and function/class must be commented on properly.
- Your code for each question should be in a separate folder. The folder should not contain files other than .cpp and .h
- You must zip (compress) the folders in a single zipped file and submit them any time before November 12, 2023, 23:00 hours through the OYS/Kampus system.
- *Submissions through email will not be entertained.*

### Questions

**Question 1:** Write a C++ program that calculates the square of a number using a function. The program should do the following to calculate the square:

- i. Takes the number as an input from the user and stores it in an *int* variable.
- ii. Write a function **calculateSquare** that has an integer pointer (*int\**) as an argument to take the value, calculates its square, and then returns the calculated value through a pointer (in other words, the function return type is also *int\**). For your convenience, the function prototype is written below:

***int\* calculateSquare (int\*);***

**Question 2:** Write another C++ program that does the following:

- i. Implement a class called **myMatrix**. It has the following
  - a. *private* member variables:
    - *int r* // for the number of rows in the matrix
    - *int c* // for the number of columns in the matrix
    - *int \*\*ptr* // for dynamic declaration of the matrix
  - b. constructor
    - myMatrix(int r, int c)* // create a matrix using ptr based on values of r and c.
  - c. destructor
  - d. *public* member functions:
    - *initializeMatrix ()* // store the values entered by the user.
    - *getspecificElement(int x, int y)* // returns the value stored at [x,y]<sup>th</sup> location of the matrix.
    - *putElementatSpecificLocation (int x, int y, int value)* // stores the value at [x,y]<sup>th</sup> location of the matrix. The function should return true if stored successfully or false if not.

- *calculateRowSum ()* // calculates the average value of each row and only returns the highest average value.
  - *printMatrix ()* // prints all the values stored in the matrix in a fashion shown at the end of this document.
- ii. In the **main** class function, take values of *row* and *column* from the user and then pass these values by calling the constructor of **myMatrix** to create its instance.

Hint: For your convenience matrix looks like the following. It has 3 rows and 4 columns.

2	5	9	7
6	9	1	0
4	2	0	3