**UML Diagram for Matrix Addition**

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| **Main** |
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| + main (args: String[]) : void 🡨modified to manage the thread creation  + print2dArray(matrix: int[][]): void |

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| **ThreadOperation** |
| * A: int[][] * B: int[][] * C: int[][] * quadrant: String |
| + ThreadOperation(A: int[][], B: int[][], C: int[][], quadrant: String)  + getQuadrantIndexes(): int[] 🡨added in part 2 to calculate boundaries  +run(): void 🡨modified to use getQuadrantIndexes |