**void** multiplyMatrixRec(**int** row1, **int** col1, **int** A[][MAX],

**int** row2, **int** col2, **int** B[][MAX],

**int** C[][MAX])

{

    // Note that below variables are static

    // i and j are used to know current cell of

    // result matrix C[][]. k is used to know

    // current column number of A[][] and row

    // number of B[][] to be multiplied

**static** **int** i = 0, j = 0, k = 0;

    // If all rows traversed.

**if** (i >= row1)

**return**;

    // If i < row1

**if** (j < col2)

    {

**if** (k < col1)

      {

         C[i][j] += A[i][k] \* B[k][j];

         k++;

         multiplyMatrixRec(row1, col1, A, row2, col2,

                                               B, C);

      }

      k = 0;

      j++;

      multiplyMatrixRec(row1, col1, A, row2, col2, B, C);

    }

    j = 0;

    i++;

    multiplyMatrixRec(row1, col1, A, row2, col2, B, C);

}