## Practical 6

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```
Matrix2D
- rows: int
-_cols: int
- pixel: ujcolour**
+DefaultColour: const int = 0
+Default Size: const int = 1
+Max : const int = 250
+Matrix2D()
+Matrix2D(intRows:int,intCols:int,recDefault:ujcolour)
+Matrix2D(objOriginal:const,Matrix2D&)
+~Matrix2D()
+qetRows(): int
+qetCols(): int
+operator<<(std::ostream& objLhs,objRHS:const,
           Matrix2d&): std::ostream&
+operator++(): Matrix2D
+operator()(objRHS:const,Matrix2D): int&
+operator=(intRow:int,intCol:int): Matrix2D&
-allocmem(intRows:int,intCols:int,recDefault:ujcolour): void
-copyfunc(objImage:const,Matrix2D&): void
-enforceRange(intValue:int,intMin:int,intMax:int): const void
-Dealloc(): void
```