# Image scaling

Write a C++, console program that:

* Scales matrices containing uint32\_t values (using notation: columns, rows)
* Accepts input parameters either as program execution arguments or interactively (line by line)
* Accepts source matrix dimensions (columns, rows) and fills the matrix with values (can be random, or with pattern)
* Accepts destination matrix scale factor (n) - integer value of 1 or greater
* Creates scaled destination matrix
* Fills the values of destination matrix with upscaled source matrix
* Values should be filled using a random numbers from 1-100
* Visualizes both, source and destination matrix at the end of program