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Algoritmos e Programação de Computadores

Disciplina 113476

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Módulo 08

Estrutura de Dados

Bidimensional Homogênea

Indexada

(Matrizes)

1. Matrizes

- Muitas vezes pode ser útil ter “vetores de vetores”:

NOTAS1

10	5	8	4	2	9	3	1
----	---	---	---	---	---	---	---

NOTAS2

1	7	8	9	3	6	3	6
---	---	---	---	---	---	---	---

NOTAS3

5	6	4	7	9	4	7	8
---	---	---	---	---	---	---	---

1. Matrizes

- Muitas vezes pode ser útil ter “vetores de vetores”:

NOTAS

10	5	8	4	2	9	3	1
1	7	8	9	3	6	3	6
5	6	4	7	9	4	7	8

1. Matrizes

- Muitas vezes pode ser útil ter “vetores de vetores”:

NOTAS	0	1	2	3	4	5	6	7	
	10	5	8	4	2	9	3	1	0
	1	7	8	9	3	6	3	6	1
	5	6	4	7	9	4	7	8	2

2. Declaração de Matrizes

- Em Portugal:

```
var  
<nome> : matriz[<linhas>, <colunas>] de <tipo>
```

2. Declaração de Matrizes

- Exemplo:

Algoritmo "notas"

var

NOTAS: matriz[3,8] de real

inicio

<comandos>

fimalgoritmo

2. Declaração de Matrizes

- Em C:

```
<tipo> <nome> [<linhas>] [<colunas>];
```

2. Declaração de Matrizes

- Exemplo:

```
#include <stdio.h>
#include <stdlib.h>

int main()
{
    float NOTAS[3][8];

    return 0;
}
```



3. Preenchimento de Matrizes

```
#include <stdio.h>
#include <stdlib.h>

int main()
{
    float notas[3][8];
    int i, j;

    for(i=0; i<=2; i++) {
        for(j=0; j<=7; j++) {
            printf("Digite nota [%d][%d]:", i, j);
            scanf("%f", &notas[i][j]);
        }
    }

    return 0;
}
```



4. Acessando Elementos de uma Matriz

```
#include <stdio.h>
#include <stdlib.h>
#define MAXL 3
#define MAXC 3

int main()
{
    float matriz[MAXL][MAXC];
    int i, j;

    for(i=0; i<=MAXL-1; i++) {
        for(j=0; j<=MAXC-1; j++) {
            printf("Digite matriz[%d][%d]:", i, j);
            scanf("%f", &matriz[i][j]);
        }
    }
}
```



4. Acessando Elementos de uma Matriz

```
for (i=0; i<=MAXL-1; i++) {  
    for (j=0; j<=MAXC-1; j++) {  
        printf ("%f\t", matriz[i][j]);  
    }  
    printf ("\n");  
}  
  
return 0  
}
```



5. Macros

```
#include <stdio.h>
#include <stdlib.h>
#define quadrado(x)  x*x

int main()
{
    float numero, numeroquad;

    printf("Digite um número:");
    scanf("%f", &numero);

    numeroquad = quadrado(numero) ;

    printf("%.2f - %.2f \n\n", numero, numeroquad);

    return 0;
}
```



5. Macros

```
#include <stdio.h>
#include <stdlib.h>
#define PI 3.1416
#define quadrado(x)  x*x
#define areaesfera(x) 4*PI*quadrado(x)

int main()
{
    float raio, area;

    printf("Digite um raio:");
    scanf("%f", &raio);

    area = areaesfera(raio);

    printf("%.2f \n\n", area);

    return 0;
}
```



5. Macros

- Uso de parênteses:

```
#include <stdio.h>
#include <stdlib.h>
#define SOMA(x,y) x+y

int main()
{
    printf("%d \n\n", 10*SOMA(3,4)); // 10*3 + 4

    return 0;
}
```




5. Macros

- Uso de parênteses:

```
#include <stdio.h>
#include <stdlib.h>
#define SOMA(x,y)  (x+y) // Correção

int main()
{
    printf("%d \n\n", 10*SOMA(3,4)); // 10*(3 + 4)

    return 0;
}
```



5. Macros

- Uso de parênteses:

```
#include <stdio.h>
#include <stdlib.h>
#define PROD(x,y)  (x*y)

int main()
{
    printf("%d \n\n", PROD(2+3,4)); // (2+3*4)

    return 0;
}
```



5. Macros

- Uso de parênteses:

```
#include <stdio.h>
#include <stdlib.h>
#define PROD(x,y) ((x)*(y)) // Correção

int main()
{
    printf("%d \n\n", PROD(2+3,4)); // (2+3)*(4)

    return 0;
}
```

6. Gerador de Números Pseudo-aleatórios

Exemplo 1: Escrever um programa que preenche aleatoriamente uma matriz 5x5 com números entre 0 e 9 e mostra na tela do computador sua diagonal principal.

6. Gerador de Números Pseudo-aleatórios

- Funções interessantes:
 - `srand()`
 - `rand()`
- Requerem a inclusão de `<stdlib.h>`.

6. Gerador de Números Pseudo-aleatórios

- *srand()*: inicia o gerador de números pseudo-aleatórios com um semente.
- *rand()*: gera um número aleatório entre 0 e 32767.

6. Gerador de Números Pseudo-aleatórios

- *rand()*

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 10

int main()
{
    int i, numero;

    for (i=0; i<=MAX-1; i++) {
        numero = rand();
        printf("%d ", numero);
        printf("\n");
    }
    printf("\n");
    return 0;
}
```

6. Gerador de Números Pseudo-aleatórios

- *rand()*

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 10

int main()
{
    int i, numero;

    for(i=0; i<=MAX-1; i++){
        numero = rand() % 10; ???
        printf("%d ", numero);
        printf("\n");
    }
    printf("\n");
    return 0;
}
```


6. Gerador de Números Pseudo-aleatórios

- *rand()*

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 10

int main()
{
    int i, numero;

    for(i=0; i<=MAX-1; i++){
        numero = rand() % 10; // Gera entre 0 e 9.
        printf("%d ", numero);
        printf("\n");
    }
    printf("\n");
    return 0;
}
```

6. Gerador de Números Pseudo-aleatórios

- *srand()*

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#define MAX 10
```

```
int main()
```

```
{
```

```
int i, numero;
```

```
srand(2);
```

```
for(i=0; i<=MAX-1; i++){
```

```
    numero = rand();
```

```
    printf("%d ", numero);
```

```
    printf("\n");
```


```
}
```

```
printf("\n");
```

```
return 0;
```

```
}
```

Inicia a semente do gerador
de números pseudoaleatórios.



6. Gerador de Números Pseudo-aleatórios

- *srand()*

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#define MAX 10
```

```
int main()
```

```
{
```

```
int i, numero;
```

```
srand(time(NULL));
```

```
for(i=0; i<=MAX-1; i++){
```

```
    numero = rand();
```

```
    printf("%d ", numero);
```

```
    printf("\n");
```


```
}
```

```
printf("\n");
```

```
return 0;
```

```
}
```

A semente é gerada a partir da função *time()*, que retorna um valor diferente a cada segundo.



6. Gerador de Números Pseudo-aleatórios

- Exemplo 1:

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#define MAX 5

int main()
{
    int i, j, valores[MAX][MAX];

    // Inicia o gerador de números pseudo-aleatórios
    srand(time(NULL));

    // Preenche a matriz
    for(i=0; i<=MAX-1; i++)
        for(j=0; j<=MAX-1; j++)
            valores[i][j] = rand() % 10;
```

6. Gerador de Números Pseudo-aleatórios

- Exemplo 1:

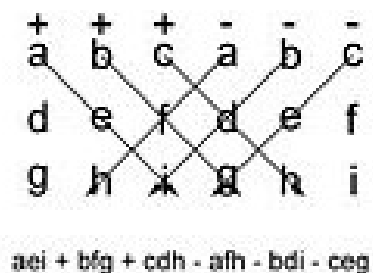
```
// Mostra a matriz
for(i=0;i<=MAX-1; i++){
    for(j=0;j<=MAX-1; j++){
        printf("%d \t",valores[i][j]);
    }
    printf("\n");
}
printf("\n\n");

// Mostra a diagonal principal
for(i=0;i<=MAX-1; i++){
    printf("%d \t",valores[i][i]);
}
printf("\n");

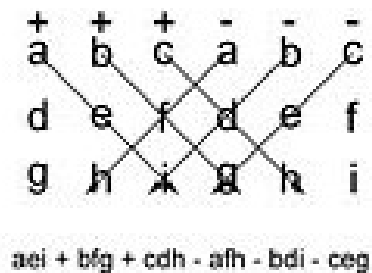
return 0;
}
```

7. Exemplos

Exercício 1: Escreva um programa que leia uma matriz $A_{3 \times 3}$ e calcule seu determinante, mostrando o resultado na tela.


$$\begin{array}{ccccc} + & + & + & - & - & - \\ a & b & c & a & b & c \\ d & e & f & d & e & f \\ g & h & i & g & h & i \end{array}$$
$$aei + bfg + cdh - afh - bdi - ceg$$

7. Exemplos



$a = B[0] [0]$
 $e = B[1] [1]$
 $i = B[2] [2]$

$b = B[0] [1]$
 $f = B[1] [2]$
 $g = B[2] [3]$

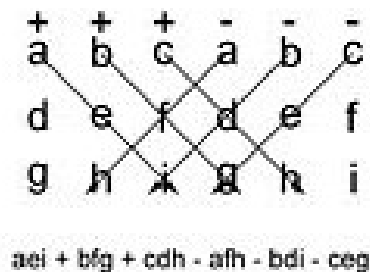
$c = B[0] [2]$
 $d = B[1] [3]$
 $h = B[2] [4]$

7. Exemplos

$i = 0..2$

i
 $a = B[0] [0]$
 $e = B[1] [1]$
 $i = B[2] [2]$

$i = 0..2$

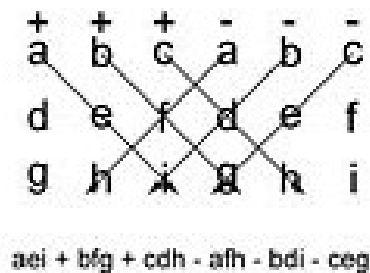


i
 $b = B[0] [1]$
 $f = B[1] [2]$
 $g = B[2] [3]$

$i = 0..2$

i
 $c = B[0] [2]$
 $d = B[1] [3]$
 $h = B[2] [4]$

7. Exemplos



$$\begin{array}{l}
 i \\
 a = B[0] \\
 e = B[1] \\
 i = B[2]
 \end{array}
 \begin{array}{c}
 [0] \\
 [1] \\
 [2]
 \end{array}
 \begin{array}{l}
 i+0
 \end{array}$$

$$i = 0..2$$

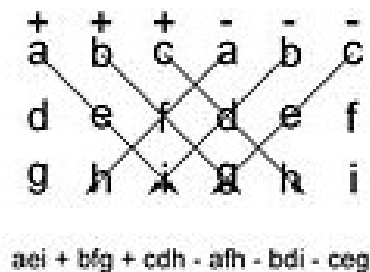
$$\begin{array}{l}
 i \\
 b = B[0] \\
 f = B[1] \\
 g = B[2]
 \end{array}
 \begin{array}{c}
 [1] \\
 [2] \\
 [3]
 \end{array}
 \begin{array}{l}
 i+1
 \end{array}$$

$$i = 0..2$$

$$\begin{array}{l}
 i \\
 c = B[0] \\
 d = B[1] \\
 h = B[2]
 \end{array}
 \begin{array}{c}
 [2] \\
 [3] \\
 [4]
 \end{array}
 \begin{array}{l}
 i+2
 \end{array}$$

$$i = 0..2$$

7. Exemplos



$$\begin{array}{l}
 i \\
 a = B[0] \\
 e = B[1] \\
 i = B[2]
 \end{array}
 \begin{array}{c}
 [0] \\
 [1] \\
 [2]
 \end{array}
 \begin{array}{l}
 i+0
 \end{array}$$

$$i = 0..2$$

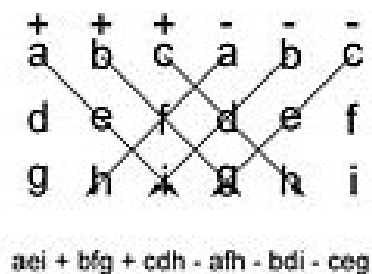
$$\begin{array}{l}
 i \\
 b = B[0] \\
 f = B[1] \\
 g = B[2]
 \end{array}
 \begin{array}{c}
 [1] \\
 [2] \\
 [3]
 \end{array}
 \begin{array}{l}
 i+1
 \end{array}$$

$$i = 0..2$$

$$\begin{array}{l}
 i \\
 c = B[0] \\
 d = B[1] \\
 h = B[2]
 \end{array}
 \begin{array}{c}
 [2] \\
 [3] \\
 [4]
 \end{array}
 \begin{array}{l}
 i+2
 \end{array}$$

$$i = 0..2$$

7. Exemplos



i
 $a = B[0]$
 $e = B[1]$
 $i = B[2]$

$[0]$
 $[1]$
 $[2]$

$i+0$

i
 $b = B[0]$
 $f = B[1]$
 $g = B[2]$

$[1]$
 $[2]$
 $[3]$

$i+1$

i
 $c = B[0]$
 $d = B[1]$
 $h = B[2]$

$[2]$
 $[3]$
 $[4]$

$i+2$

$j = 0..2$

$i = 0..2$

$i = 0..2$

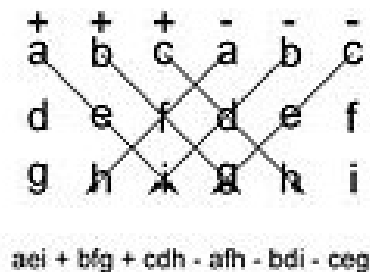
$i = 0..2$

7. Exemplos

$j = 0, i = 0..2$

	i	$i+j$
$a = B[$	$0]$	$[0]$
$e = B[$	$1]$	$[1]$
$i = B[$	$2]$	$[2]$

$i = 0..2$

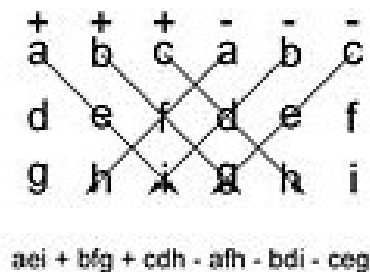


	i	$i+j$
$b = B[$	$0]$	$[1]$
$f = B[$	$1]$	$[2]$
$g = B[$	$2]$	$[3]$

$i = 0..2$

	i	$i+j$
$c = B[$	$0]$	$[2]$
$d = B[$	$1]$	$[3]$
$h = B[$	$2]$	$[4]$

7. Exemplos



i $i+j$
 $a = B[0] [0]$
 $e = B[1] [1]$
 $i = B[2] [2]$

$j = 0, i = 0..2$

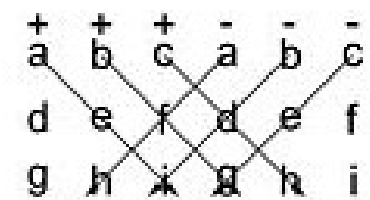
i $i+j$
 $b = B[0] [1]$
 $f = B[1] [2]$
 $g = B[2] [3]$

$j = 1, i = 0..2$

i $i+j$
 $c = B[0] [2]$
 $d = B[1] [3]$
 $h = B[2] [4]$

$i = 0..2$

7. Exemplos



$aei + bfg + cdh - afh - bdi - ceg$

$i \quad i+j$
 $a = B[0] \quad [0]$
 $e = B[1] \quad [1]$
 $i = B[2] \quad [2]$

$i \quad i+j$
 $b = B[0] \quad [1]$
 $f = B[1] \quad [2]$
 $g = B[2] \quad [3]$

$i \quad i+j$
 $c = B[0] \quad [2]$
 $d = B[1] \quad [3]$
 $h = B[2] \quad [4]$

$j = 0, i = 0..2$

$j = 1, i = 0..2$

$j = 2, i = 0..2$



7. Exemplos

$$j = 0, i = 0..2$$

i $i+j$
 $a = B[0] [0]$
 $e = B[1] [1]$
 $i = B[2] [2]$

→ termoP = a*e*i

$$j = 1, i = 0..2$$

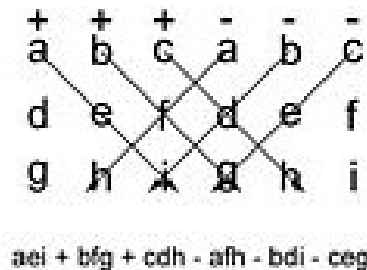
i $i+j$
 $b = B[0] [1]$
 $f = B[1] [2]$
 $g = B[2] [3]$

→ termoP = b*f*g

$$j = 2, i = 0..2$$

i $i+j$
 $c = B[0] [2]$
 $d = B[1] [3]$
 $h = B[2] [4]$

→ termoP = c*d*h



7. Exemplos

```
#include <stdio.h>
#include <stdlib.h>

int main()
{

    float A[3][3] ={{ {1,2,3}, {4,5,6}, {7,8,9} }};
    float B[3][6], termoP, Soma;
    int i,j;

    for (i=0; i<3; i++){
        for (j=0; j<3; j++){
            B[i][j] = A[i][j];
            B[i][j+3] = A[i][j];
            printf("%f \n", B[i][j]);
        }
    }
}
```



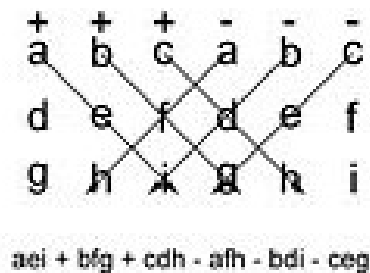

7. Exemplos

```
Soma = 0;
for(j=0;j<3;j++){
    termoP = 1;
    for(i=0;i<3;i++){
        termoP = termoP*B[i][i+j];
    }
    Soma = Soma + termoP;
}

printf("Determinante: %f\n", Soma);

return 0;
}
```

7. Exemplos



$$\begin{aligned}
 a &= B[0] [3] \\
 f &= B[1] [2] \\
 h &= B[2] [1]
 \end{aligned}$$

$$\begin{aligned}
 b &= B[0] [4] \\
 d &= B[1] [3] \\
 i &= B[2] [2]
 \end{aligned}$$

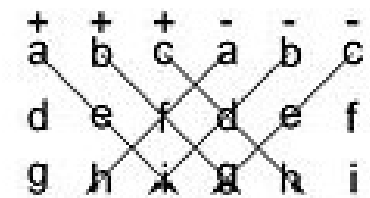
$$\begin{aligned}
 c &= B[0] [5] \\
 e &= B[1] [4] \\
 g &= B[2] [3]
 \end{aligned}$$

7. Exemplos

$i = 0..2$

i
 $a = B[0] \quad [3]$
 $f = B[1] \quad [2]$
 $h = B[2] \quad [1]$

$i = 0..2$



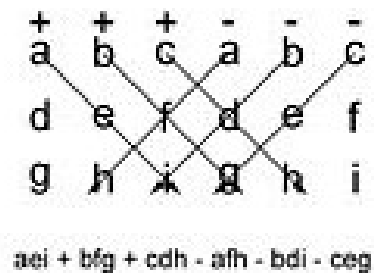
$aei + bfg + cdh - afh - bdi - ceg$

i
 $b = B[0] \quad [4]$
 $d = B[1] \quad [3]$
 $i = B[2] \quad [2]$

$i = 0..2$

i
 $c = B[0] \quad [5]$
 $e = B[1] \quad [4]$
 $g = B[2] \quad [3]$

7. Exemplos



$$\begin{aligned}
 a &= B[i][0] \\
 f &= B[i][1] \\
 h &= B[i][2]
 \end{aligned}
 \begin{matrix} [3] \\ [2] \\ [1] \end{matrix}
 \quad 0+3-i$$

$$\begin{aligned}
 b &= B[i][0] \\
 d &= B[i][1] \\
 i &= B[i][2]
 \end{aligned}
 \begin{matrix} [4] \\ [3] \\ [2] \end{matrix}
 \quad 1+3-i$$

$$\begin{aligned}
 c &= B[i][0] \\
 e &= B[i][1] \\
 g &= B[i][2]
 \end{aligned}
 \begin{matrix} [5] \\ [4] \\ [3] \end{matrix}
 \quad 2+3-i$$

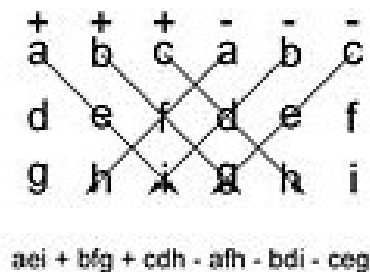
$$i = 0..2$$

$$i = 0..2$$

$$i = 0..2$$

$$j+3-i$$

7. Exemplos



$i \quad j+3-i$
 $a = B[0] \quad [3]$
 $f = B[1] \quad [2]$
 $h = B[2] \quad [1]$

$j = 0, i = 0..2$

$i \quad j+3-i$
 $b = B[0] \quad [4]$
 $d = B[1] \quad [3]$
 $i = B[2] \quad [2]$

$j = 1, i = 0..2$

$i \quad j+3-i$
 $c = B[0] \quad [5]$
 $e = B[1] \quad [4]$
 $g = B[2] \quad [3]$

$j = 2, i = 0..2$

7. Exemplos

$$j = 0, i = 0..2$$

$$i \quad j+3-i$$

$$a = B[0] \quad [3]$$

$$f = B[1] \quad [2] \rightarrow \text{termoN} = a*f*h$$

$$h = B[2] \quad [1]$$

$$j = 1, i = 0..2$$

$$i \quad j+3-i$$

$$b = B[0] \quad [4]$$

$$d = B[1] \quad [3] \rightarrow \text{termoN} = b*d*i$$

$$i = B[2] \quad [2]$$

$$j = 2, i = 0..2$$

$$i \quad j+3-i$$

$$c = B[0] \quad [5]$$

$$e = B[1] \quad [4] \rightarrow \text{termoN} = c*e*g$$

$$g = B[2] \quad [3]$$

$$\begin{array}{cccccc}
 + & + & + & - & - & - \\
 a & b & c & a & b & c \\
 d & e & f & d & e & f \\
 g & h & i & g & h & i \\
 \hline
 aei + bfg + cdh - afh - bdi - ceg
 \end{array}$$



7. Exemplos

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

int main()
{

    float A[3][3] = { {1,2,3}, {4,5,6}, {7,8,9} };
    float B[3][6], termoP, termoN, Soma;
    int i,j;

    for (i=0; i<3; i++){
        for (j=0; j<3; j++){
            B[i][j] = A[i][j];
            B[i][j+3] = A[i][j];
            printf("%f \n", B[i][j]);
        }
    }
}
```



7. Exemplos

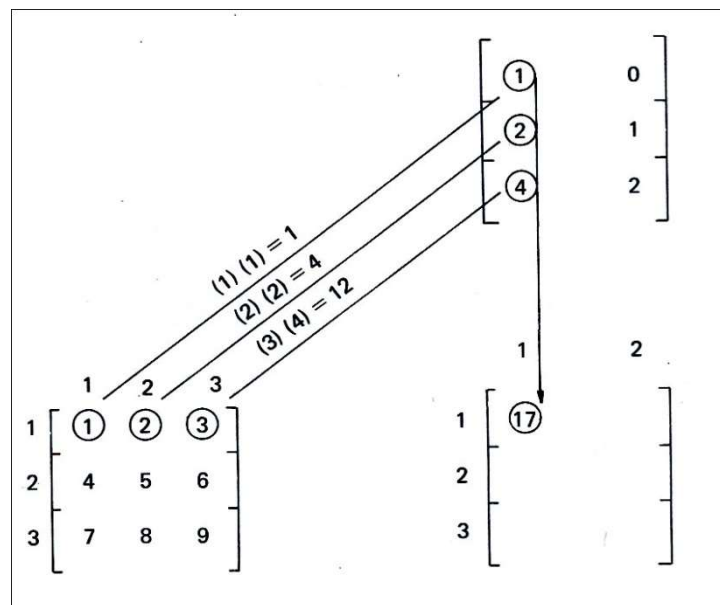
```
Soma = 0;
for (j=0;j<3;j++){
    termoP = 1;
    termoN = 1;
    for (i=0;i<3;i++){
        termoP = termoP*B[i][i+j];
        termoN = termoN*B[i][j+3-i];
    }
    Soma = Soma + termoP - termoN;
}

printf("Determinante: %f\n", Soma);

return 0;
}
```


7. Exemplos

Exercício 2: Escreva um programa que leia duas matrizes $A_{3 \times 3}$ e $B_{3 \times 2}$, e realiza o produto matricial entre elas, guardando o resultado em uma terceira matriz $C_{3 \times 2}$, que é mostrada na tela do computador.



7. Exemplos

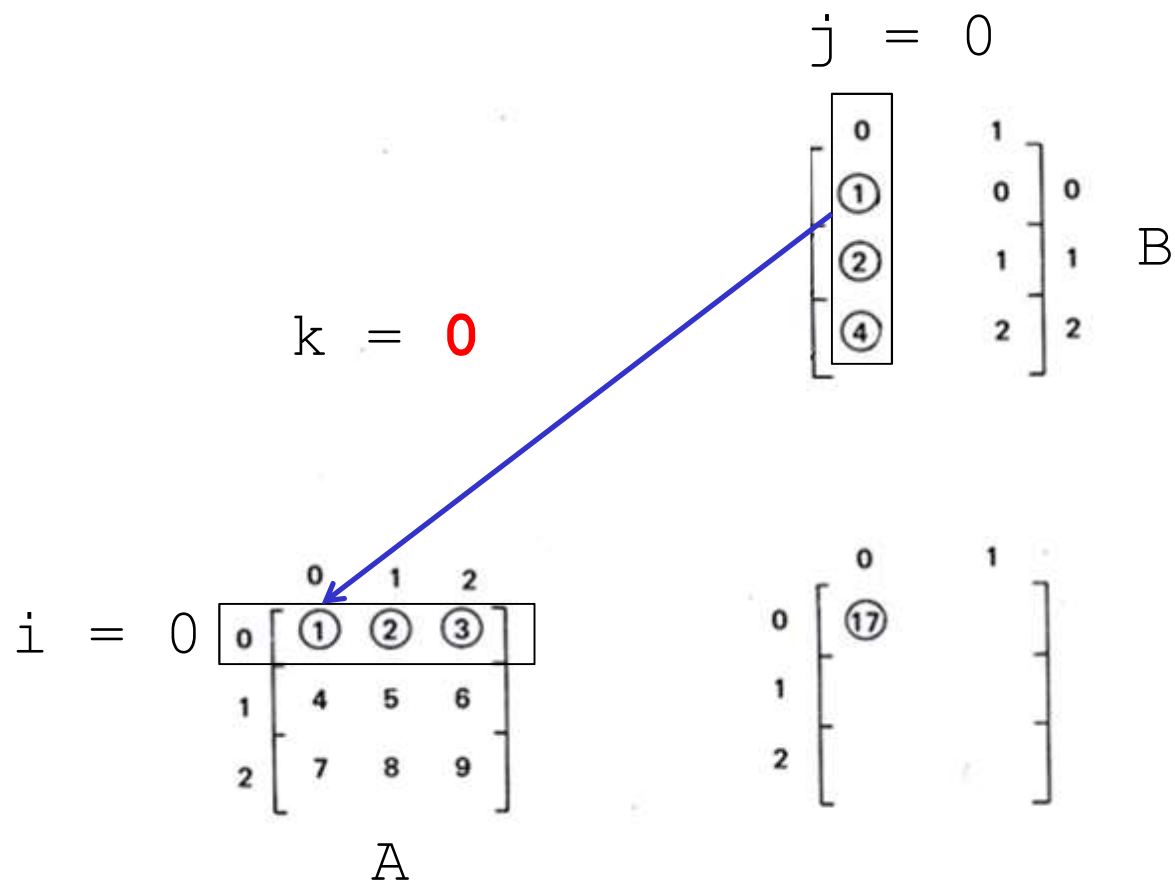
$$j = 0$$

$$\begin{bmatrix} 0 \\ \textcircled{1} \\ \textcircled{2} \\ \textcircled{4} \end{bmatrix}
 \begin{array}{c} 1 \\ 0 \\ 1 \\ 2 \end{array}
 \begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \quad B$$

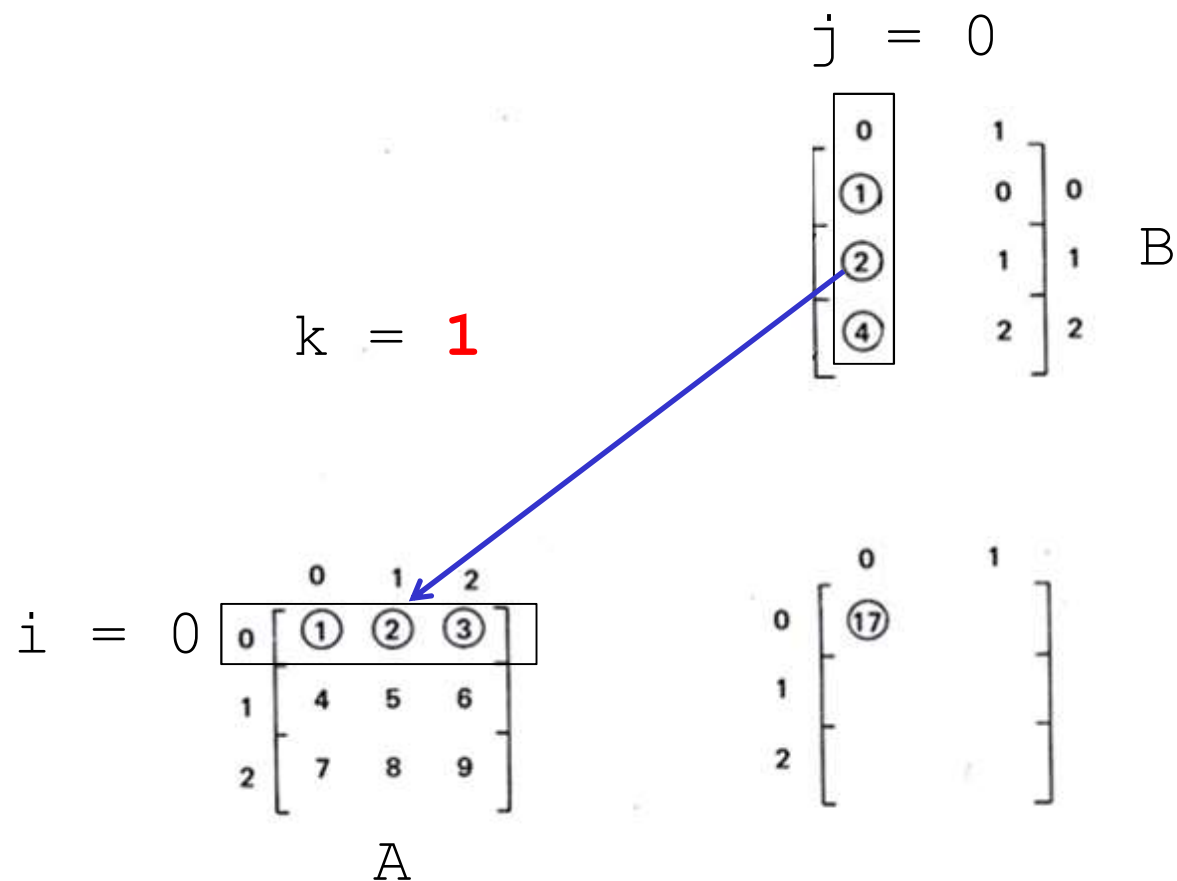
$$i = 0 \quad
 \begin{array}{c} 0 \quad 1 \quad 2 \\ 0 \quad \textcircled{1} \quad \textcircled{2} \quad \textcircled{3} \\ 1 \quad \begin{bmatrix} 4 & 5 & 6 \end{bmatrix} \\ 2 \quad \begin{bmatrix} 7 & 8 & 9 \end{bmatrix} \end{array}
 \quad A$$

$$\begin{array}{c} 0 \quad 1 \\ 0 \quad \textcircled{17} \\ 1 \quad \begin{bmatrix} \end{bmatrix} \\ 2 \quad \begin{bmatrix} \end{bmatrix} \end{array}$$

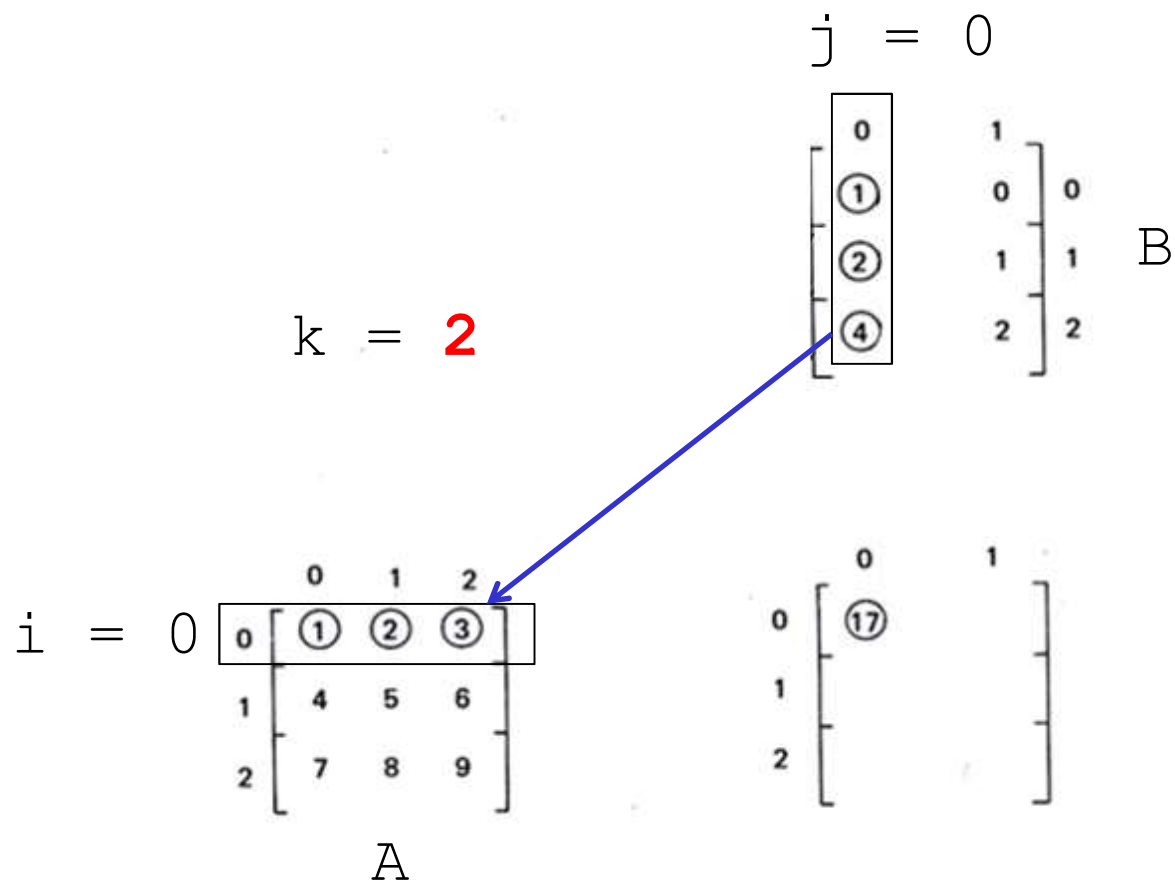
7. Exemplos



7. Exemplos



7. Exemplos



7. Exemplos

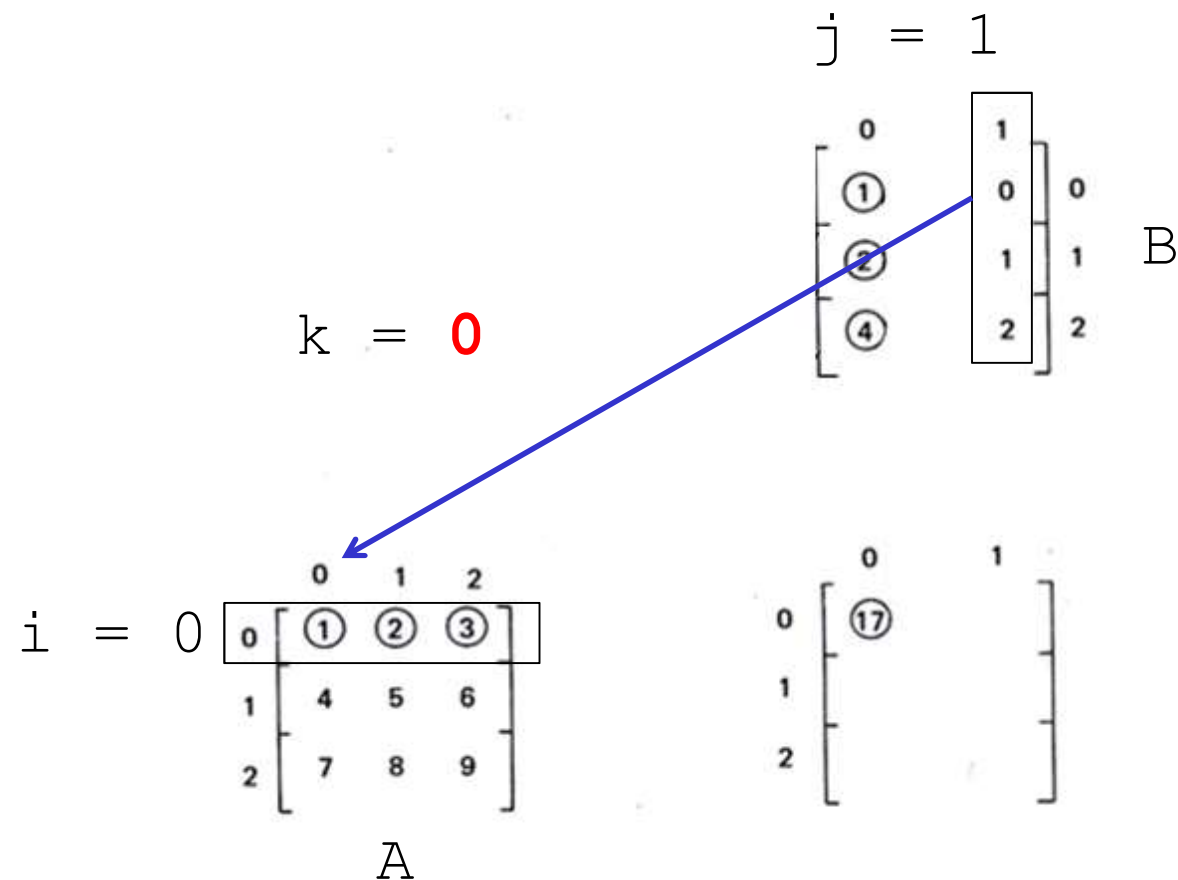
$$j = 1$$

$$\begin{array}{c}
 0 \\
 \left[\begin{array}{c} \textcircled{1} \\ \textcircled{2} \\ \textcircled{4} \end{array} \right]
 \end{array}
 \begin{array}{c}
 1 \\
 \left[\begin{array}{c} 0 \\ 1 \\ 2 \end{array} \right]
 \end{array}
 \begin{array}{c}
 0 \\
 1 \\
 2
 \end{array}
 \quad B$$

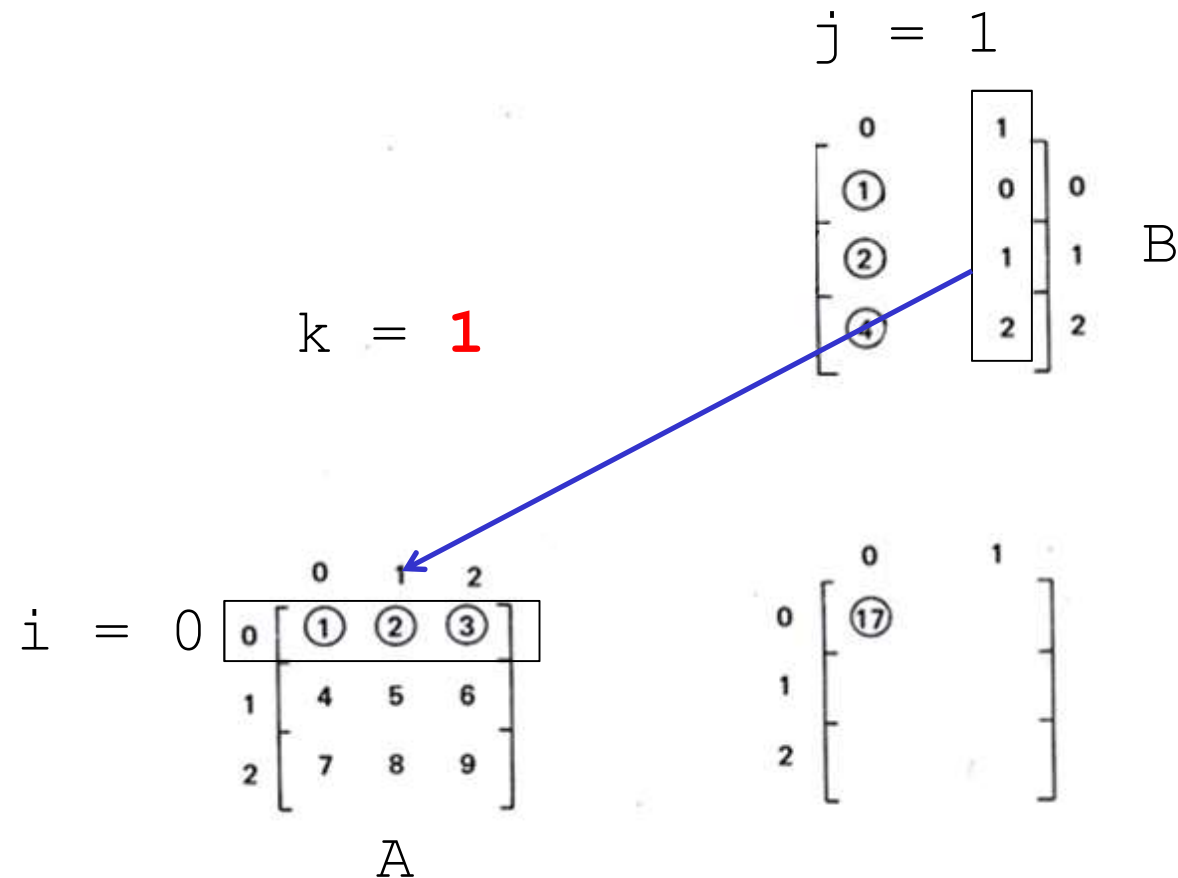
$$i = 0 \quad \begin{array}{c}
 0 \quad 1 \quad 2 \\
 \left[\begin{array}{ccc} \textcircled{1} & \textcircled{2} & \textcircled{3} \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{array} \right]
 \end{array}
 \quad A$$

$$\begin{array}{c}
 0 \quad 1 \\
 \left[\begin{array}{c} \textcircled{17} \\ \\ \end{array} \right]
 \end{array}$$

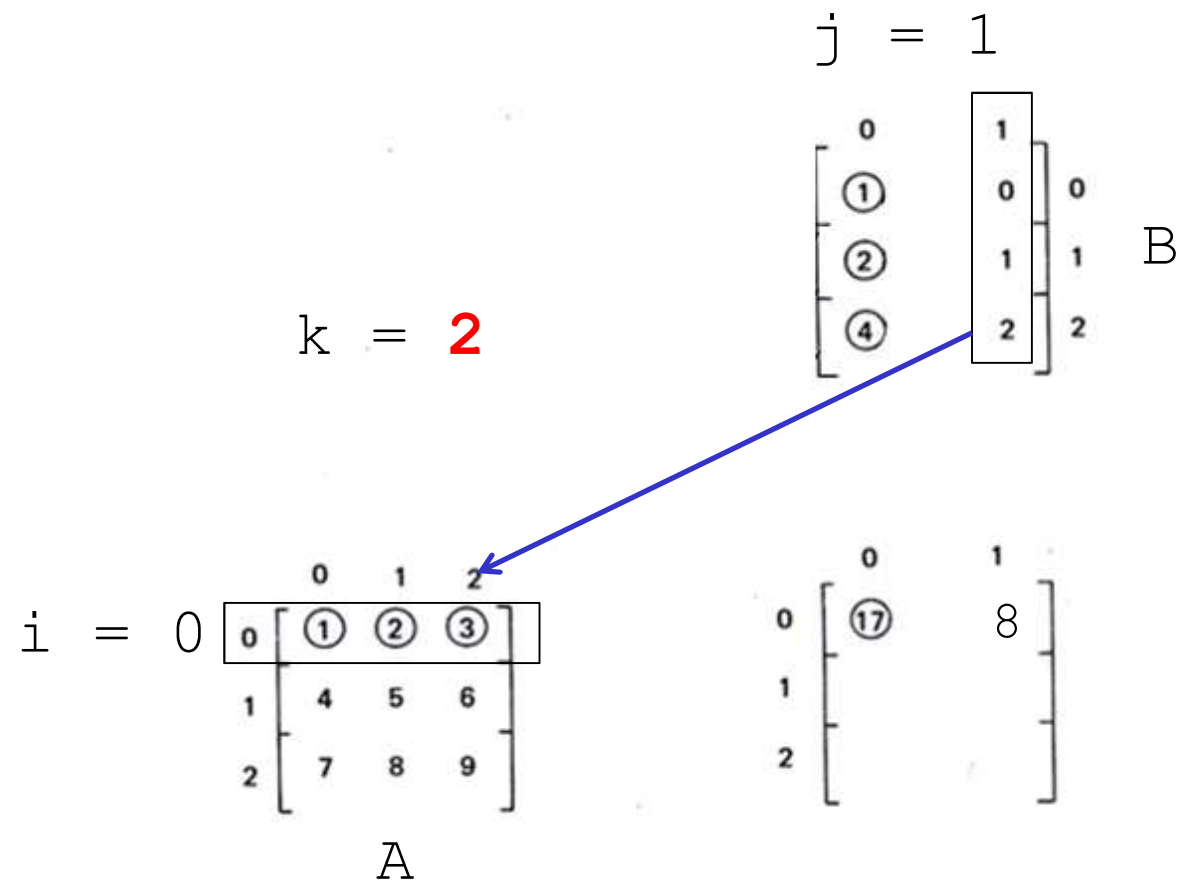
7. Exemplos



7. Exemplos



7. Exemplos



7. Exemplos

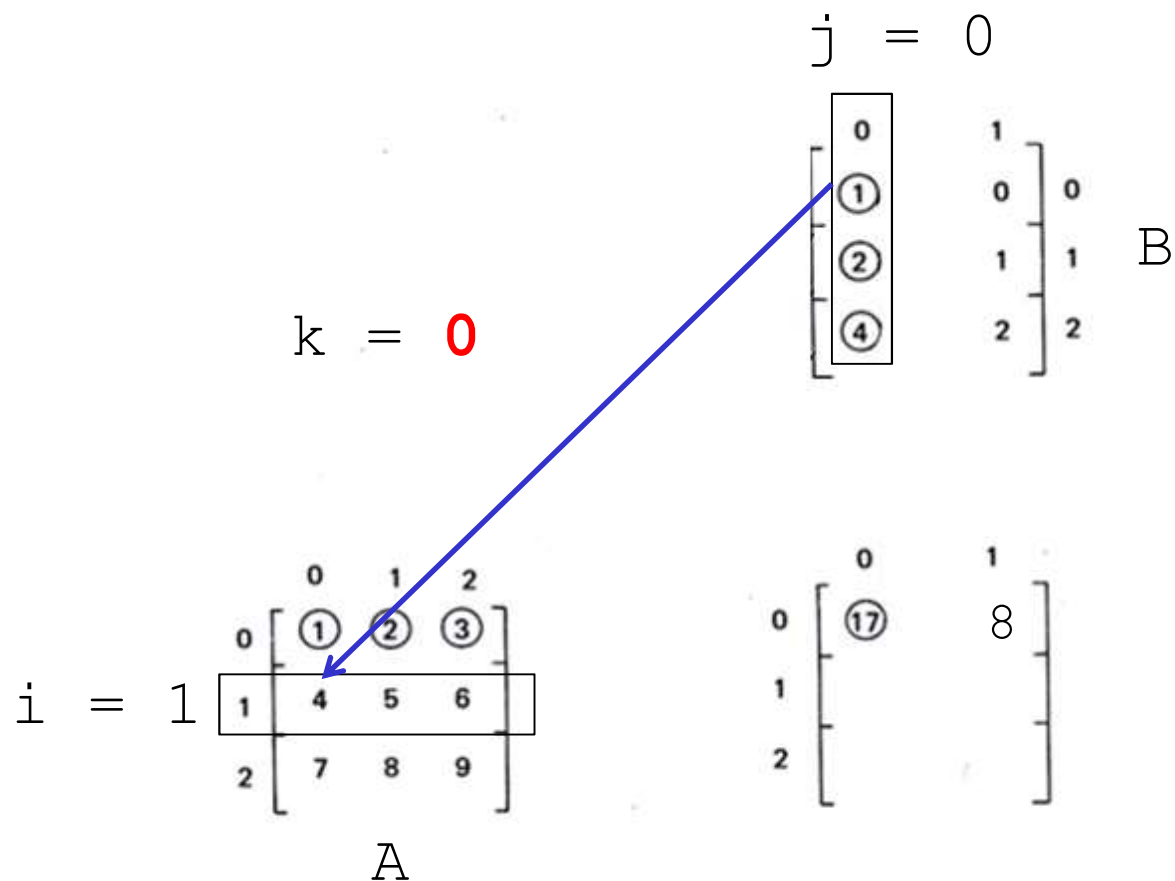
$$j = 0$$

$$\begin{bmatrix} 0 \\ \textcircled{1} \\ \textcircled{2} \\ \textcircled{4} \end{bmatrix}
 \begin{array}{c} 1 \\ 0 \\ 1 \\ 2 \end{array}
 \begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \quad B$$

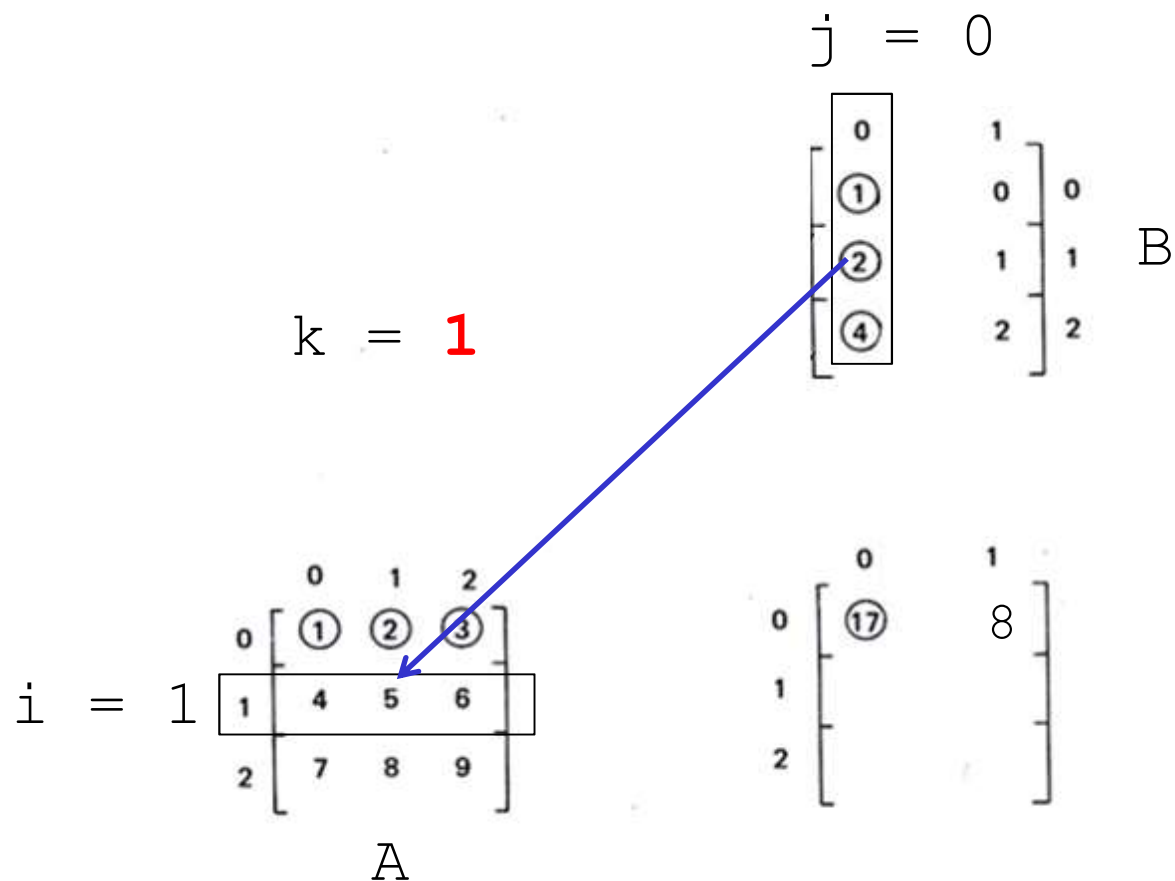
$$i = 1
 \begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \begin{bmatrix} \textcircled{1} & \textcircled{2} & \textcircled{3} \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}
 \quad A$$

$$\begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \begin{array}{c} 0 \\ 1 \end{array}
 \begin{bmatrix} \textcircled{17} \\ 8 \end{bmatrix}$$

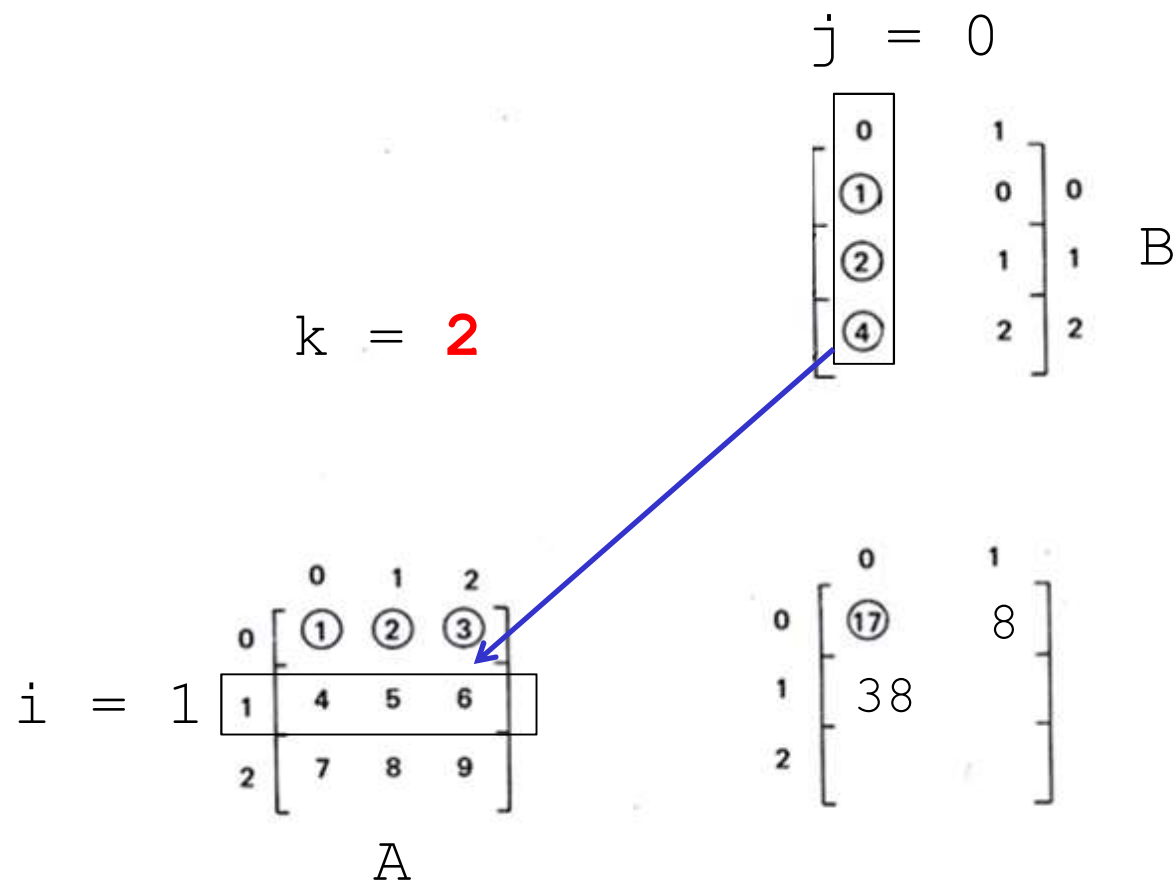
7. Exemplos



7. Exemplos



7. Exemplos



7. Exemplos

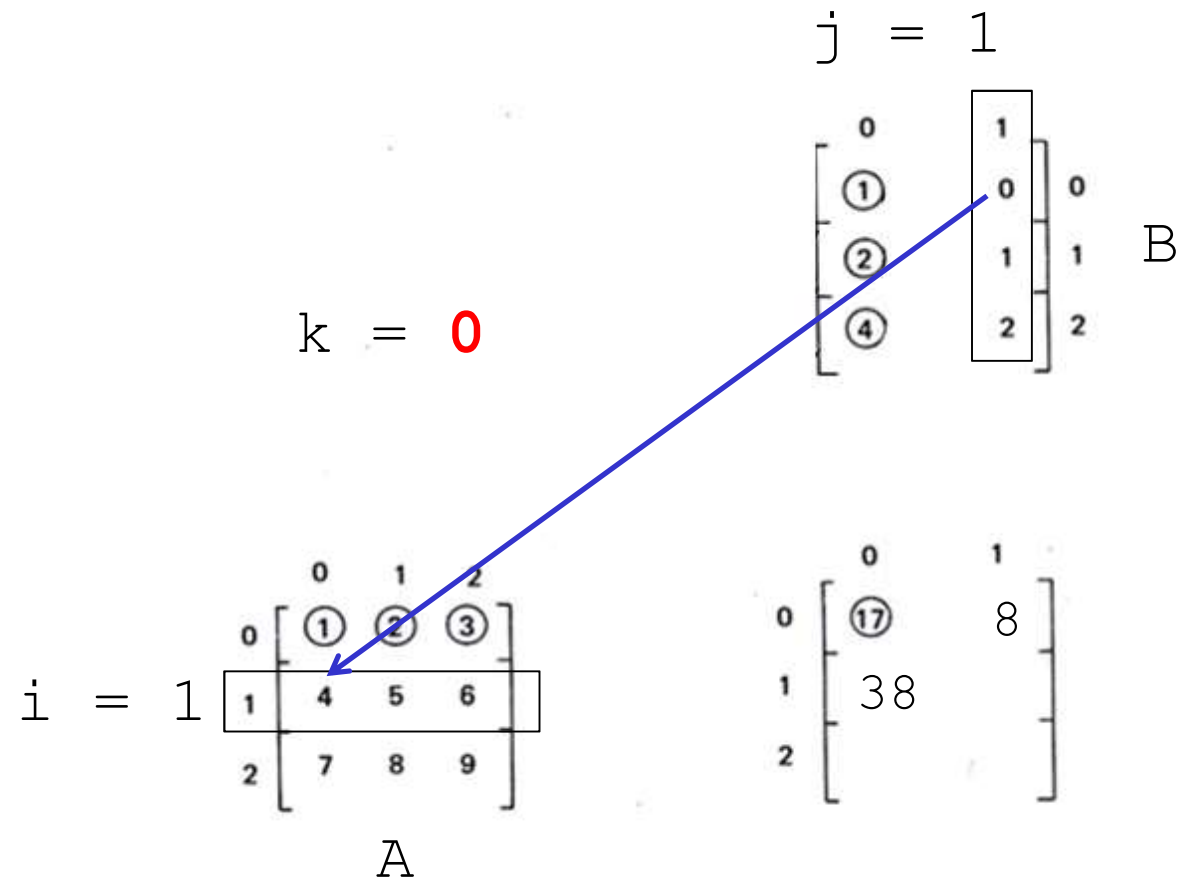
$$j = 0$$

$$\begin{bmatrix} 0 \\ \textcircled{1} \\ \textcircled{2} \\ \textcircled{4} \end{bmatrix}
 \begin{array}{c} 1 \\ 0 \\ 1 \\ 2 \end{array}
 \begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \quad B$$

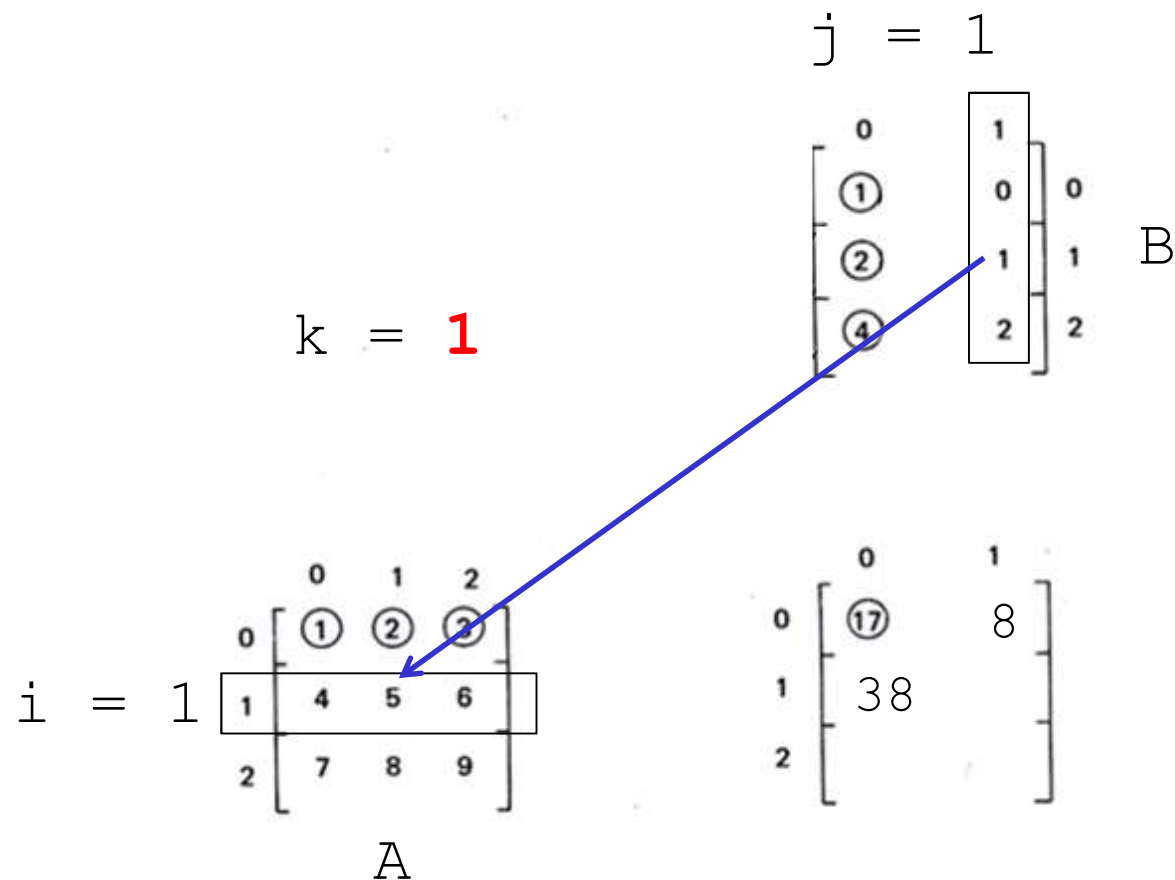
$$i = 1
 \begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \begin{bmatrix} \textcircled{1} & \textcircled{2} & \textcircled{3} \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}
 \quad A$$

$$\begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \begin{array}{c} 0 \\ 1 \end{array}
 \begin{bmatrix} \textcircled{17} \\ 38 \\ 8 \end{bmatrix}$$

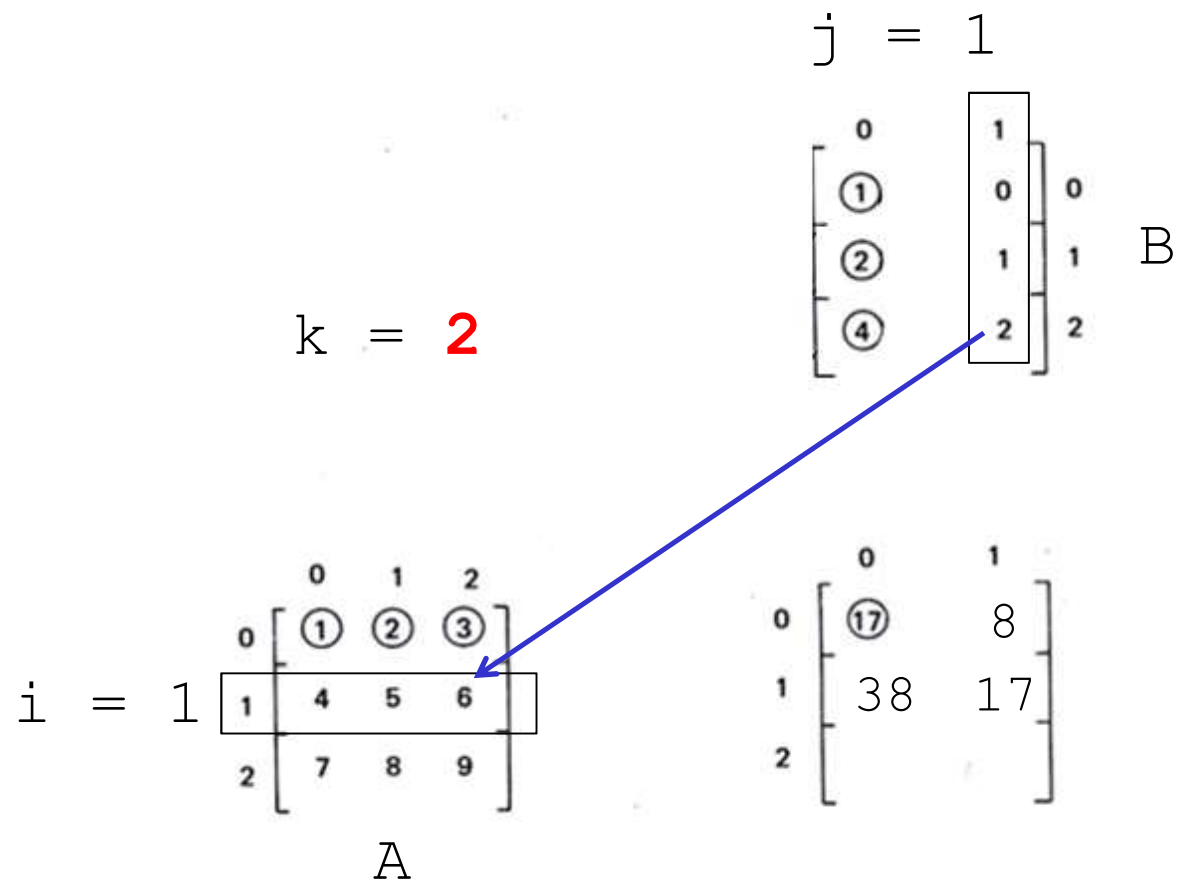
7. Exemplos



7. Exemplos



7. Exemplos



7. Exemplos

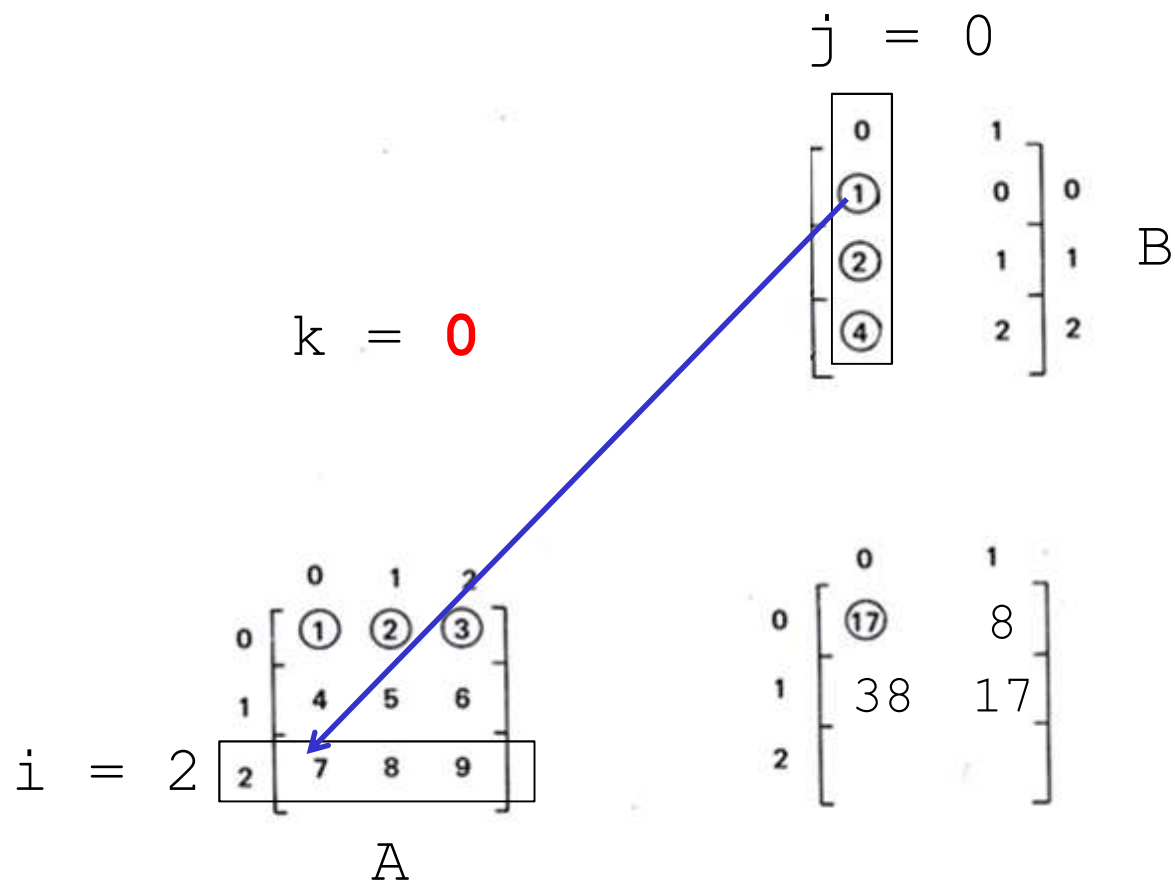
$$j = 1$$

$$\begin{array}{c}
 0 \\
 \left[\begin{array}{c} \textcircled{1} \\ \textcircled{2} \\ \textcircled{4} \end{array} \right]
 \end{array}
 \begin{array}{c}
 0 \\
 \left[\begin{array}{c} 1 \\ 0 \\ 1 \\ 2 \end{array} \right]
 \end{array}
 \begin{array}{c}
 0 \\
 1 \\
 2
 \end{array}
 \quad B$$

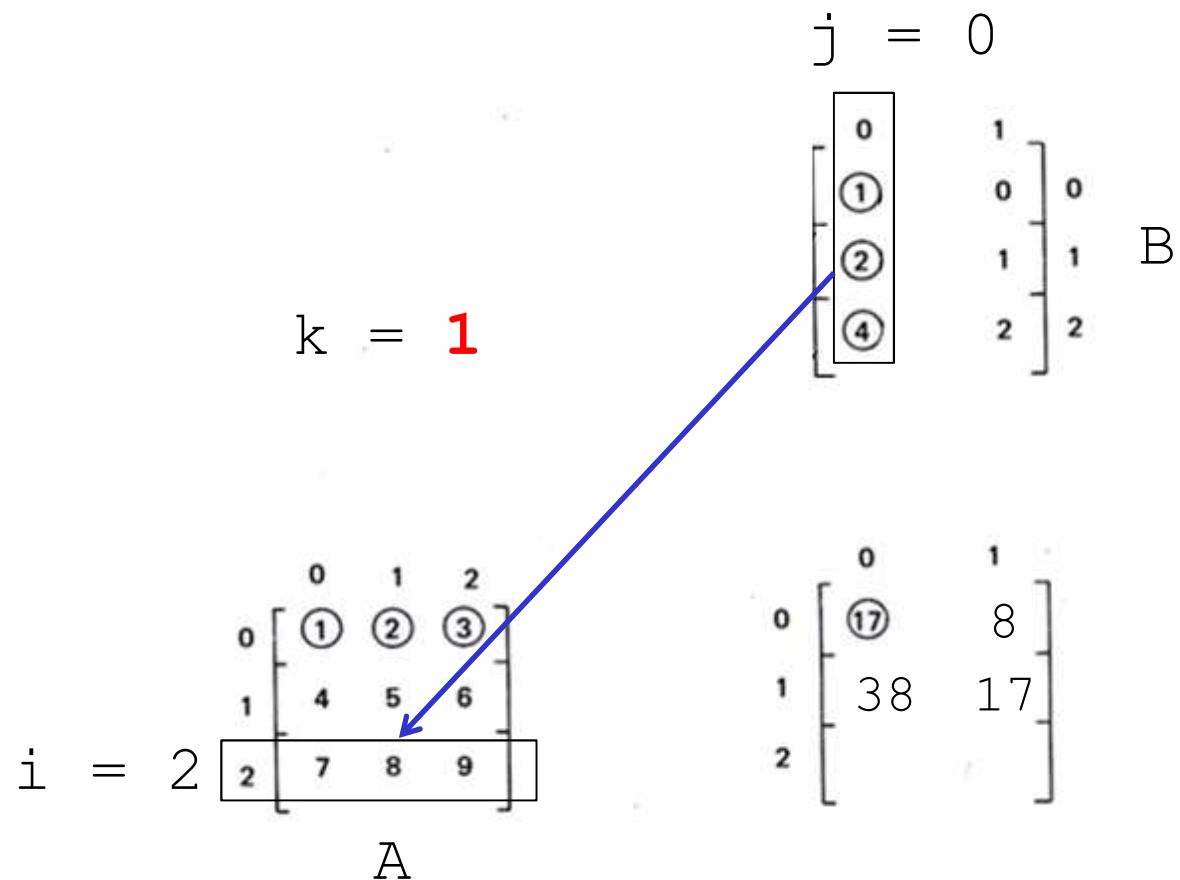
$$\begin{array}{c}
 i = 1 \\
 \left[\begin{array}{c} 1 \\ 4 \\ 7 \end{array} \right]
 \end{array}
 \begin{array}{c}
 0 \quad 1 \quad 2 \\
 \left[\begin{array}{ccc} \textcircled{1} & \textcircled{2} & \textcircled{3} \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{array} \right]
 \end{array}
 \quad A$$

$$\begin{array}{c}
 0 \\
 \left[\begin{array}{cc} \textcircled{17} & 8 \\ 38 & 17 \end{array} \right]
 \end{array}$$

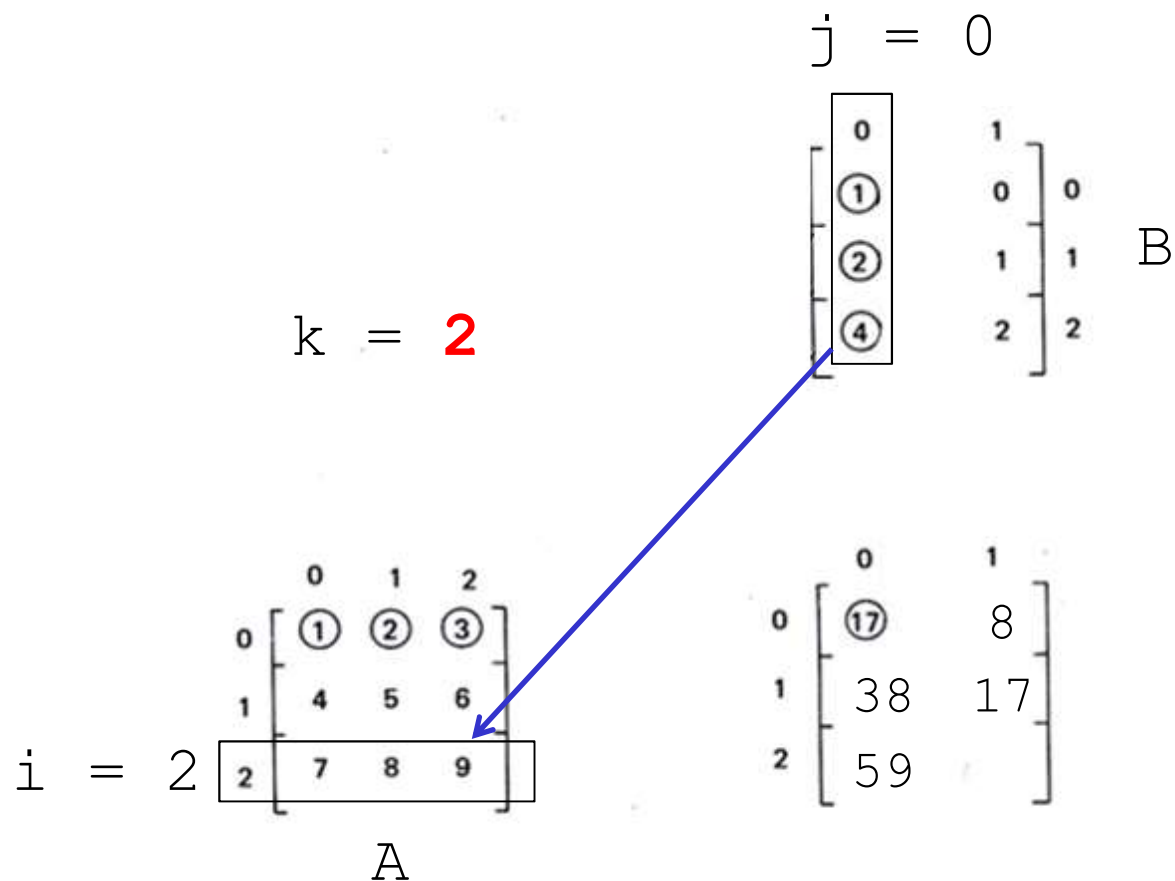
7. Exemplos



7. Exemplos



7. Exemplos



7. Exemplos

$$j = 0$$

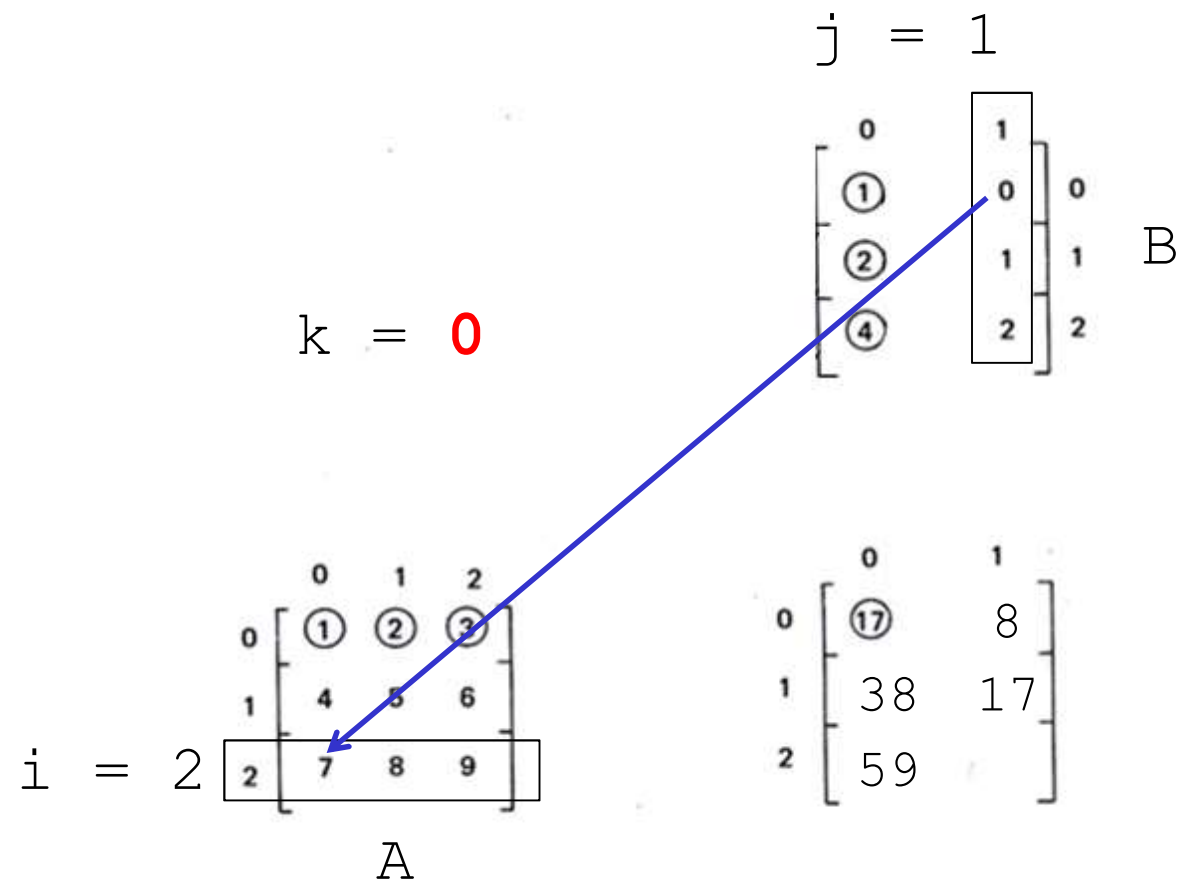
$$\begin{bmatrix} 0 \\ \textcircled{1} \\ \textcircled{2} \\ \textcircled{4} \end{bmatrix}
 \begin{bmatrix} 1 \\ 0 \\ 1 \\ 2 \end{bmatrix}
 \begin{bmatrix} 0 \\ 1 \\ 2 \end{bmatrix}
 \quad B$$

$$i = 2 \quad \begin{bmatrix} & 0 & 1 & 2 \\ 0 & \textcircled{1} & \textcircled{2} & \textcircled{3} \\ 1 & 4 & 5 & 6 \\ 2 & 7 & 8 & 9 \end{bmatrix}$$

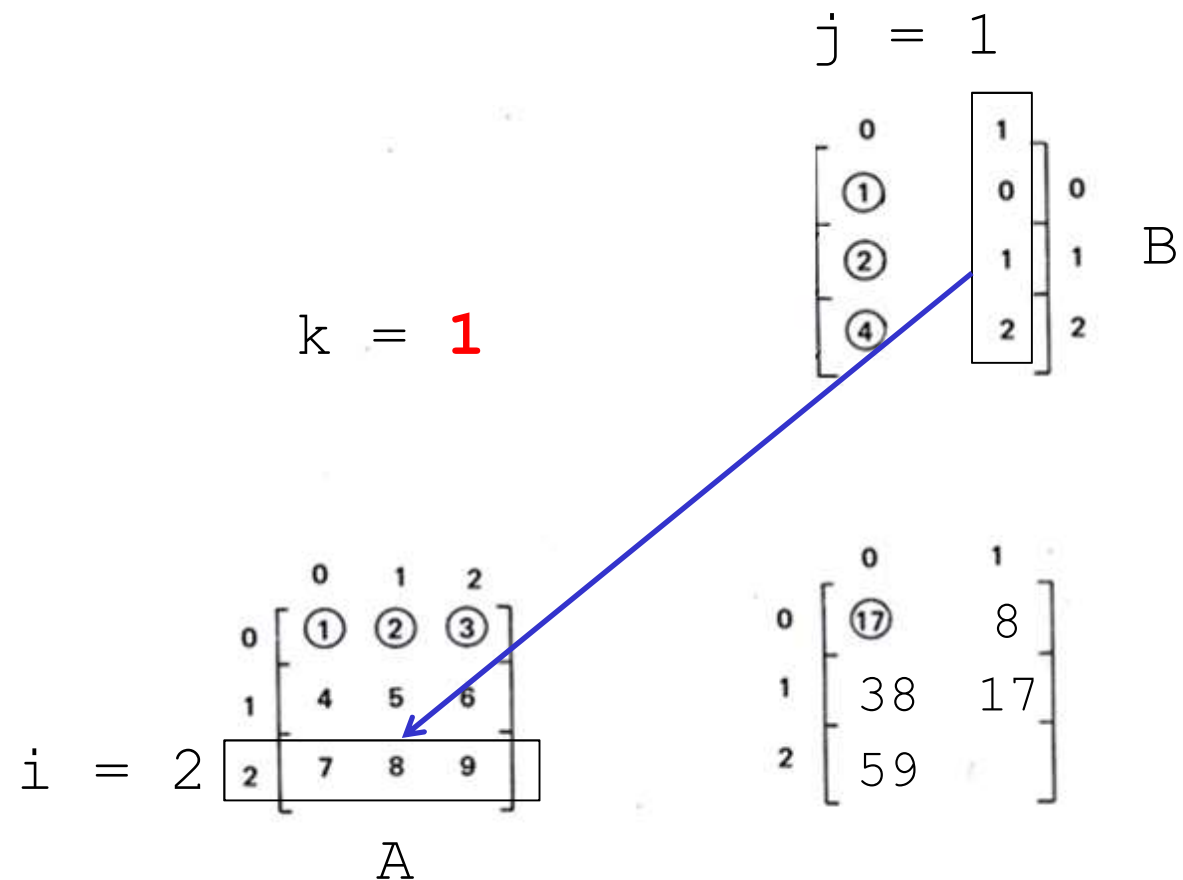
A

$$\begin{bmatrix} 0 & 1 \\ 0 & \textcircled{17} & 8 \\ 1 & 38 & 17 \\ 2 & 59 & \end{bmatrix}$$

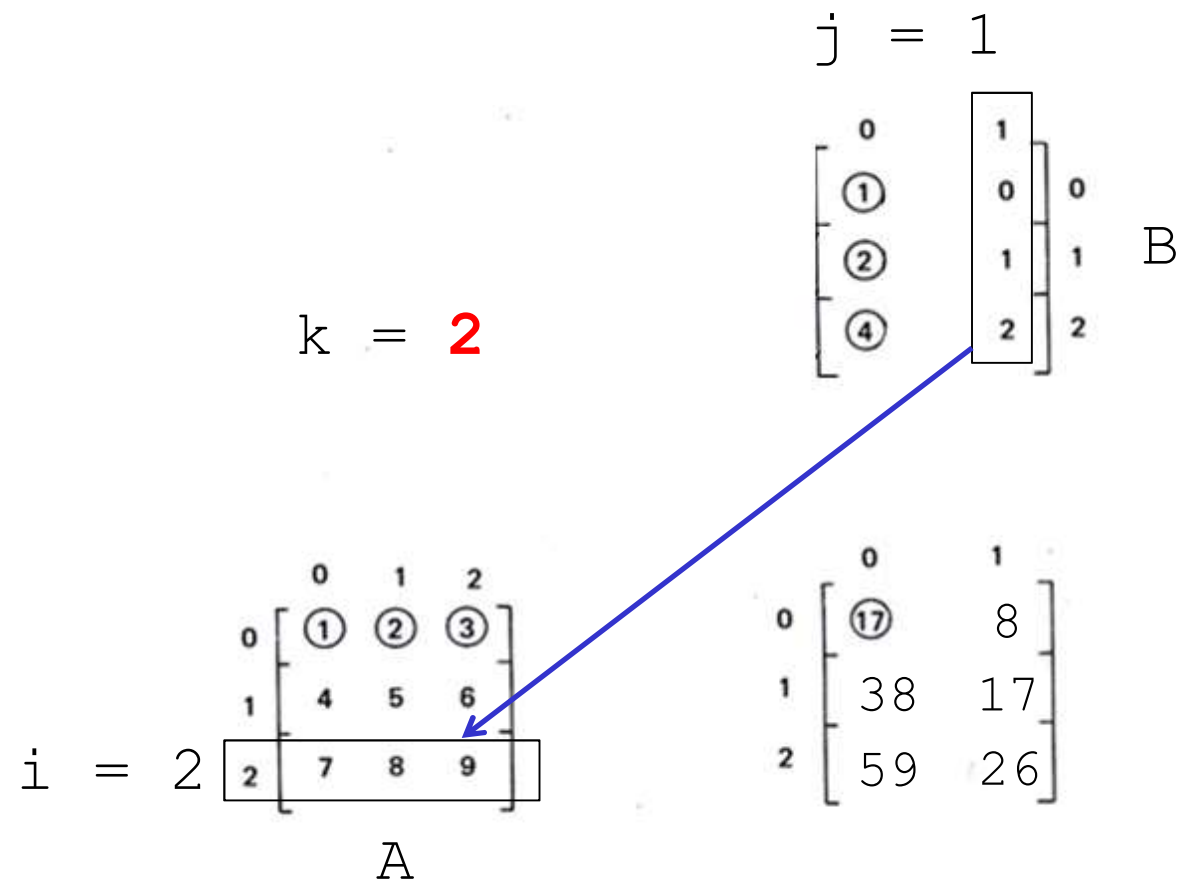
7. Exemplos



7. Exemplos



7. Exemplos



7. Exemplos

$$j = 1$$

$$\begin{array}{c}
 0 \\
 \left[\begin{array}{c} \textcircled{1} \\ \textcircled{2} \\ \textcircled{4} \end{array} \right]
 \end{array}
 \begin{array}{c}
 0 \\
 \left[\begin{array}{c} 1 \\ 0 \\ 1 \\ 2 \end{array} \right]
 \end{array}
 \begin{array}{c}
 0 \\
 1 \\
 2
 \end{array}
 \quad B$$

$$\begin{array}{c}
 0 \quad 1 \quad 2 \\
 \begin{array}{c} 0 \\ 1 \end{array}
 \left[\begin{array}{ccc} \textcircled{1} & \textcircled{2} & \textcircled{3} \\ 4 & 5 & 6 \end{array} \right] \\
 i = 2 \quad \left[\begin{array}{ccc} 2 & 7 & 8 & 9 \end{array} \right]
 \end{array}
 \quad A$$

$$\begin{array}{c}
 0 \quad 1 \\
 \begin{array}{c} 0 \\ 1 \\ 2 \end{array}
 \left[\begin{array}{cc} \textcircled{17} & 8 \\ 38 & 17 \\ 59 & 26 \end{array} \right]
 \end{array}$$

7. Exemplos

```

Para i de 0 ate 2 passo 1
  Para j de 0 ate 1 passo 1
    elemento = 0;
    Para k de 0 ate 2
      elemento = elemento +
        A[i][k]*B[k][j];

```

```

  fimpara
fimpara
fimpara

```

$i = 2$

	0	1	2
0	①	②	③
1	4	5	6
2	7	8	9

A

$j = 1$

	0	1	2
0	①	0	0
1	②	1	1
2	④	2	2

B

	0	1
0	①7	8
1	38	17
2	59	26

7. Exemplos

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

int main ()
{

    float A[3][3] = {{1,2,3}, {4,5,6}, {7,8,9}};
    float B[3][2] = {{1,2}, {4,5}, {7,8}};
    float C[3][2], elemento;
    int i, j, k;
```



7. Exemplos

```
for (i=0; i<3; i++){  
    for (j=0; j<2;j++)    {  
        elemento = 0;  
        for (k=0;k<3;k++)  
            elemento = elemento + A[i][k]*B[k][j];  
  
        C[i][j] = elemento;  
    }  
}
```

```
for (i=0; i<3; i++){  
    for (j=0; j<3;j++)    {  
        printf("%f ", A[i][j]);  
    }  
    printf("\n");  
}  
  
printf("\n\n");
```



7. Exemplos

```
for (i=0; i<3; i++){  
    for (j=0; j<2;j++)    {  
        printf("%f ", B[i][j]);  
    }  
    printf("\n");  
}
```

```
printf("\n\n");
```

```
for (i=0; i<3; i++){  
    for (j=0; j<2;j++)    {  
        printf("%f \t", C[i][j]);  
    }  
    printf("\n");  
}
```

```
return 0;  
}
```

"It is no measure of health to be well adjusted to a profoundly sick society".

Jiddu Krishnamurti