

```
int CmpVetorMatriz (int n, int m, int p, float * vet, float ** mat,
int i, j, k;
```

```
for (i=0; i<n; i++) {
    for (j=0; j<m; j++) {
```

```
        for (k=0; k<p; k++) {
```

```
            if (mat[i][j] == vet[k]) {
```

```
                printf("%f", vet vet[k]);
```

```
                printf("Posicao %d do vet", k);
```

```
            }
```

```
        }
```

```
    }
```

```
}
```

```
}
```



```
int** MultMatrix (int n, int m, int p, int** ma, int** mb) {
```

```
    int i, j, k, temp=0;
```

```
    int** matt;
```

```
    matt = (int**) malloc (sizeof(int*) * p);
```

```
    for (i=0; i < p; i++) {
```

```
        matt[i] = (int*) malloc (int) * p;
```

```
    }
```

```
    for (i=0; i < n; i++) {
```

```
        for (j=0; j < m; j++) {
```

```
            for (k=0; k < p; k++) {
```

```
                temp += ma[i][k] * mb[k][j];
```

```
            }
```

```
            matt[i][j] = temp;
```

```
            temp = 0;
```

```
        }
```

```
    return matt;
```

```
}
```