Matrix2D

_rows: int
_cols: int
_type: T**
DEFAULT_ROWS: const static int
DEFAULT_COLS: const static int
DEFAULT_TYPE: const static T = 0

AllocMem(intRows:int,intCols:int): void
Copy(): void
DeallocMem(): void
Matrix()
Matrix2D(intRows:int,intCols:int,tDefaul
Matrix2D(objOriginal:T)
~Matrix()
operator =(objOriginal:const Matrix2D<T>
operator ++(objRHS:Matrix2D<T>&): Matri
operator ()(intRow:int,intCol:int): T&
operator >>(isLHS:istream,objRHS:Matrix2
operator <<(): Matrix2D<T1>&
operator <<(objLHS:ostream&,objRHS:Matri
getRows(): int
getCols(): int
setElement(intRow:int,intCol:int): void