

**Lab Goal :** The lab was designed to teach you more about parameters.

**Lab Description :** Read in matrices and perform math operations on them.

### Sample Output :

```
How many matrices do you wish to enter? :: 3
```

```
What is the size of matrix 0 : 2
```

```
Enter a value for spot 0 - 0 :: 1
Enter a value for spot 0 - 1 :: 1
Enter a value for spot 1 - 0 :: 1
Enter a value for spot 1 - 1 :: 1
```

```
ThreeDRay before setting mat at spot 0
mat 0
mat 1
mat 2
```

```
ThreeDRay after setting mat at spot 0
```

```
mat 0
    row 0    1    1
    row 1    1    1
mat 1
mat 2
```

```
What is the size of matrix 1 : 2
```

```
Enter a value for spot 0 - 0 :: 2
Enter a value for spot 0 - 1 :: 2
Enter a value for spot 1 - 0 :: 2
Enter a value for spot 1 - 1 :: 2
```

```
ThreeDRay before setting mat at spot 1
```

```
mat 0
    row 0    1    1
    row 1    1    1
mat 1
mat 2
```

```
ThreeDRay after setting mat at spot 1
```

```
mat 0
    row 0    1    1
    row 1    1    1
mat 1
    row 0    2    2
    row 1    2    2
mat 2
```

### Files Needed ::

ThreeDRay.java

Lab03f.java

### BONUS OPTION – Matrix Multiplication

Matrix Multiplication Logic

```
[ 1 2 ]      X      [ 5 6 ]
[ 3 4 ]          [ 7 8 ]
```

```
[ 1 * 5 + 2 * 7 ] [ 1 * 6 + 2 * 8 ]
[ 3 * 5 + 4 * 7 ] [ 3 * 6 + 4 * 8 ]
```

#### Final Matrix

```
[ 19 22 ]
[ 43 50 ]
```

```
for loop r - rows
    for loop c - cols
        for loop i - inside
```

What is the size of matrix 2 : 3

Enter a value for spot 0 - 0 :: 3  
Enter a value for spot 0 - 1 :: 3  
Enter a value for spot 0 - 2 :: 3  
Enter a value for spot 1 - 0 :: 3  
Enter a value for spot 1 - 1 :: 3  
Enter a value for spot 1 - 2 :: 3  
Enter a value for spot 2 - 0 :: 3  
Enter a value for spot 2 - 1 :: 3  
Enter a value for spot 2 - 2 :: 3

ThreeDRay before setting mat at spot 2

mat 0  
    row 0   1   1  
    row 1   1   1  
mat 1  
    row 0   2   2  
    row 1   2   2  
mat 2

ThreeDRay after setting mat at spot 2

mat 0  
    row 0   1   1  
    row 1   1   1  
mat 1  
    row 0   2   2  
    row 1   2   2  
mat 2  
    row 0   3   3   3  
    row 1   3   3   3  
    row 2   3   3   3

Adding matrix at 0 and matrix at 1

3 3  
3 3