Matrix
int rows //rows of matrix int columns //columns of matrix double** matArr //double ** to matrix array

matrix(const matrix &otherMatrix);
matrix();
matrix(int n);
matrix(int r, int c);
matrix(int r, int c, double value);
matrix(double formArray[]);
matrix(int r[], int arrSize);
matrix(int n, double value);
void setValue(int r, int c, int newValue);
int getValue(int r, int c);
void clear();
void getFinalRanks();
bool compare
(matrix rhs, double tolerance);
~matrix();
void createProbabilityMatrix();
matrix& operator*=(const matrix& rhs);
friend matrix operator*(matrix lhs, double n);
friend matrix operator*(matrix lhs, const matrix& rhs);
friend matrix operator-(matrix lhs, const matrix& rhs);
friend matrix operator+(matrix lhs, const matrix& rhs);
friend std::ostream& operator<<(std::ostream&, const matrix&);
friend bool operator== (const matrix &lhs, const matrix &rhs);
friend bool operator!= (const matrix &lhs, const matrix &rhs);
matrix& operator-=(const matrix& rhs);
matrix& operator+=(const matrix& rhs)
matrix& operator--();
matrix operator--(int);
matrix& operator++();
void mySwap(matrix &original, matrix &other);
matrix& operator=(matrix rhs);
matrix operator++(int);