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1. Write a C program to perform Matrix Multiplication
#include <stdio.h>
// function to get matrix elements entered by the user
void getMatrixElements(int matrix[][10], int row, int column) {
 printf("\nEnter elements: \n");
 for (int i = 0; i < row; ++i) {
   for (int j = 0; j < column; ++j) {
     printf("Enter a%d%d: ", i + 1, j + 1);
     scanf("%d", &matrix[i][j]);
   }
 }
}
// function to multiply two matrices
void multiplyMatrices(int first[][10],
             int second[][10],
             int result[][10],
             int r1, int c1, int r2, int c2) {
 // Initializing elements of matrix mult to 0.
 for (int i = 0; i < r1; ++i) {
   for (int j = 0; j < c2; ++j) {
     result[i][j] = 0;
   }
 }
 // Multiplying first and second matrices and storing it in result
 for (int i = 0; i < r1; ++i) {
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for (int j = 0; j < c2; ++j) {
     for (int k = 0; k < c1; ++k) {
       result[i][j] += first[i][k] * second[k][j];
     }
   }
 }
}
// function to display the matrix
void display(int result[][10], int row, int column) {
 printf("\nOutput Matrix:\n");
 for (int i = 0; i < row; ++i) {
   for (int j = 0; j < column; ++j) {
     printf("%d ", result[i][j]);
     if (j == column - 1)
       printf("\n");
   }
 }
}
int main() {
 int first[10][10], second[10][10], result[10][10], r1, c1, r2, c2;
 printf("Enter rows and column for the first matrix: ");
 scanf("%d %d", &r1, &c1);
 printf("Enter rows and column for the second matrix: ");
 scanf("%d %d", &r2, &c2);
 // Taking input until
 // 1st matrix columns is not equal to 2nd matrix row
 while (c1 != r2) {
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printf("Error! Enter rows and columns again.\n");
   printf("Enter rows and columns for the first matrix: ");
   scanf("%d%d", &r1, &c1);
   printf("Enter rows and columns for the second matrix: ");
   scanf("%d%d", &r2, &c2);
 }
 // get elements of the first matrix
 getMatrixElements(first, r1, c1);
 // get elements of the second matrix
 getMatrixElements(second, r2, c2);
 // multiply two matrices.
 multiplyMatrices(first, second, result, r1, c1, r2, c2);
 // display the result
 display(result, r1, c2);
 return 0;
}
```