## **Assignment No: -** 7

**Assignment Name:-**Write a program for matrix multiplication using strassen's matric mltiplication

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```
#include<iostream.h>
#include<conio.h>
class MAT
{
       private:
              int A[3][3],B[3][3],C[3][3];
       public:
               MAT();
               void READ();
               void SHOW();
               void ST_MAT();
};
void MAT::MAT()
       for(int i=1;i<=2;i++)
               for(int j=1; j<=2; j++)
                      C[i][j] = 0;
       }
}
void MAT::READ()
       cout<<"\nEnter values for first matrix: ";</pre>
       for(int i=1;i<=2;i++)
       {
               for(int j=1; j<=2; j++)
                      cin>>A[i][j];
       cout<<"\nEnter values for second matrix: ";</pre>
       for(i=1;i<=2;i++)
               for(int j=1; j<=2; j++)
               {
                      cin>>B[i][j];
               }
```

```
}
void MAT::SHOW()
       cout<<"\nThe first matrix: ";</pre>
       for(int i=1;i<=2;i++)
       {
               cout<<endl;
               for(int j=1; j<=2; j++)
                      cout<<A[i][j]<<"\t";
       }
       cout<<"\nThe second matrix: ";</pre>
       for(i=1;i<=2;i++)
       {
               cout<<endl;
               for(int j=1; j<=2; j++)
                      cout<<B[i][j]<<"\t";
       cout<<"\nThe result matrix: ";</pre>
       for(i=1;i<=2;i++)
       {
               cout<<endl;
               for(int j=1; j<=2; j++)
                      cout<<C[i][j]<<"\t";
       }
}
void MAT:: ST_MAT()
       int P = (A[1][1] + A[2][2]) * (B[1][1] + B[2][2]);
       int Q = (A[2][1] + A[2][2]) * B[1][1];
       int R = A[1][1] * (B[1][2] - B[2][2]);
       int S = A[2][2] * (B[2][1] - B[1][1]);
       int T = (A[1][1] + A[1][2]) * B[2][2];
       int U = (A[2][1] - A[1][1]) * (B[1][1] + B[1][2]);
       int V = (A[1][2] - A[2][2]) * (B[2][1] + B[2][2]);
       C[1][1] = P + S - T + V;
       C[1][2] = R + T;
       C[2][1] = Q + S;
       C[2][2] = P + R - Q + U;
```

```
void main()
{
      clrscr();
      MAT obj;
      obj.READ();
      obj.ST_MAT();
      obj.SHOW();
      getch();
}
```