```
#include <stdio.h>
#define ROWS 3
#define COLS 3
void matrixAddition(int mat1[ROWS][COLS], int mat2[ROWS][COLS], int result[ROWS][COLS]) {
 for (int i = 0; i < ROWS; i++) {
 for (int j = 0; j < COLS; j++) {
 result[i][j] = mat1[i][j] + mat2[i][j];
 }
 }
}
void displayMatrix(int mat[ROWS][COLS])
{
 for (int i = 0; i < ROWS; i++) {
 for (int j = 0; j < COLS; j++) {
 printf("%d ", mat[i][j]);
 }
 printf("\n");
 }
}
int main() {
 int matrix1[ROWS][COLS] = {
 {3, 2, 4},
 {2, 6, 3},
 {5, 8, 7}
 };
 int matrix2[ROWS][COLS] = {
 {1, 4, 6},
 {4, 3, 2},
 {5, 7, 8}
 };
 int resultMatrix[ROWS][COLS];
```

```
 matrixAddition(matrix1, matrix2, resultMatrix);
 printf("Matrix 1:\n");
 displayMatrix(matrix1)
 printf("\nMatrix 2:\n");
 displayMatrix(matrix2);
 printf("\nMatrix Sum:\n");
 displayMatrix(resultMatrix);
 return 0;
}
```

```
Matrix 1:
3 2 4
2 6 3
5 8 7
Matrix 2:
1 4 6
4 3 2
5 7 8
Matrix Sum:
4 6 10
6 9 5
10 15 15
```