```
Page No.2
  for (int i=0; i(3; i+1) {

for (int j=0; j<3; j++) {

cout << matl[i][j] + mat2[i][j] << "\t";
cout << " Multiplication: \n";
 int ** mat3 = new int * (3];
for (int i=0; i<3; i+1) {

mat [3 mat3[i] = new int [3];
for (int i=0; i<3; i+1) {
    for (int j=0; j<3; j++) {
        mat[3]
                    mats[i][j] = 0;

for(int k=0; k<3; k++){

mats[i][j] = mats[i][j]+ mats[i][k] *

mats[k][j];

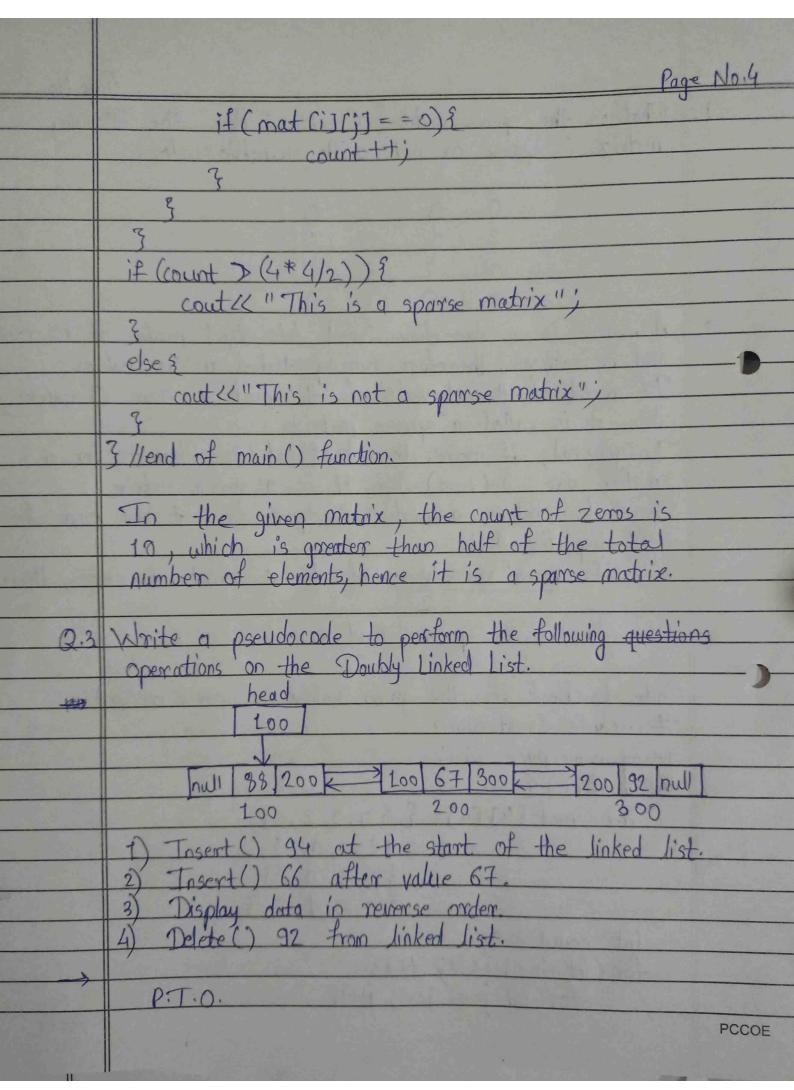
mats[k][j];
for(int i=0; i<3; i+1) {

for(int j=0; j<3; j++) {

cout<< mat3[i][j] <<"\+";
     Hend of main () function
```

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Page No. 3 Q.2 What is the sparse matrix? Check whether the following matrix is sparse or not with suitable code. A matrix is a two-dimensional data object made of m rows and n columns, therefore having total mxn values.
If most of the elements of the matrix have O value, then it is called a sparse matrix In general, if more than half of the elements in a motrix are O (zero) then it is a sparse matrix.
To check whether a motrix is sparse or not, we have the following formula: if no of rows x no of cols (count of zeros, then it is a sparse matrix. Code to check if the given matrix is sparse or not:using namespace std; int main () { int mat [4] [4] = { {0,0,2,03, {2,0,0,03, {0,0,1,03 int count = 0; for (int i=0; i<4; i++) { for(int j=0; j<4; j++) { PCCOE



```
Page No.5
  1) (create new node) neuN = new Node;
           newN -> dota = 94;
newN -> next = head;
             newN -> prev = NUIL;
head = newN;
     temp = head newNode = new Node')
       while (temp) data 1= 67) {
              top temp = temp -> neat;
      temp > next -> preN = new Node;

temp> newNode -> next = temp> next;

newNode -> preN = temp;

new temp> next = newNode;
3) # temp = head
           While (temp-) next != null) {
          2 temp = temp => next;
         while (temp != null) {
            print (temp > data);
         2 temp = temp -) proev;
      temp = head;
while (temp -) data != 92) {
temp = temp -> next;
}
4)
       temp > pres > next = temp > next
        to delete temp
                                                                      PCCOE
```