

MUST USE STL as a data structure to build matrix

- 1. You MUST write constructors, destructors, copy constructor and equal operators
- 2. main program is given to you in intmatri2 test.cpp. You cannot change anything
- 3. Need to write intmatrix2.h and intmatrix2.cpp

Matrix creation

intmatrix2 a ; creates an empty matrix
 a = []

intmatrix2 b(3,4) ; creates a 3 x 4 matrix
 initialized to zero
 0 0 0 0
 0 0 0 0
 0 0 0 0

intmatrix2 e(3,10,7) ; creates a 3 x 10 matrix
 initialized to 7
 7 7 7 7 7 7 7 7 7 7
 7 7 7 7 7 7 7 7 7 7
 7 7 7 7 7 7 7 7 7 7

intmatrix2 c(2,0,7) ; creates an empty matrix
 as number of cols = 0

intmatrix2 d(0,10,7) ; creates an empty matrix
 as number of rows = 0

intmatrix2 f("1 2|3 4|5 6") ; creates a 2 x 3 matrix
 1 2
 3 4
 5 6

intmatrix2 g(" 1 2 |3 4 |5 6 ") ; creates a 2 x 3
 matrix
 1 2
 3 4
 5 6

intmatrix2 h(" 1 2 |3 4 |5 6 8 ") ;
 creates an empty matrix

Never crashes. If not possible creates empty matrix

Matrix Print
cout << c << endl ;

Empty Matrix

cout << "Matrix g " << g << endl

----- Matrix g --
1 2
3 4
5 6

operator bool() const
Return true if matrix is empty
else return false

isEqual()

If matrix a == matrix b return true
else return false

add routine
1. Adds 2 matrices a and b(if possible)
2. Returns the answer(empty matrix
if not possible)

mult routine
1. multiply 2 matrices a and b(if possible)
2. Returns the answer(empty matrix
if not possible)