Class: ZeroOne

none

ZeroOne();

ZeroOne(int row, int col, int a[100]);

ZeroOne(const ZeroOne &z);

ZeroOne operator +(ZeroOne &z);

ZeroOne operator ^(ZeroOne &z);

~ZeroOne();

Matrix();

Matrix(int row, int col, int a[100]);

Matrix(const Matrix &x);

int getRow();

int getColumn();

int getValue(int m, int n);

Matrix operator +(Matrix &x);

Matrix operator \*(Matrix &x);

Matrix transpose();

bool isSymmetric(const Matrix &x);

string toString();

~Matrix();

Class: Matrix

int m;

int n;

int \*\*table;