/*matrix add,subtract,mul,transpose*/

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#include<stdio.h>
void add(int a1[][5],int b1[][5],int sum[][5],int row1,int row2,int col1,int col2);
void sub(int a1[][5],int b1[][5],int subtract[][5],int row1,int row2,int col1,int col2);
void multiply(int a1[][5],int b1[][5],int res[][5],int row1,int row2,int col1,int col2);
void transpose(int a1[][5],int trans_mat[][5],int row1,int col1);
int main()
{
        int row1,col1,row2,col2;
        int a[5][5],b[5][5],sum[5][5],subtract1[5][5],res[5][5],trans mat[5][5];
        printf("enter the no of rows in 1st matrix\n");
        scanf("%d",&row1);
        printf("enter the no of cols in 1st matrix\n");
        scanf("%d",&col1);
        printf("enter the no of rows in 2nd matrix\n");
        scanf("%d",&row2);
        printf("enter the no of cols in 2nd matrix\n");
        scanf("%d",&col2);
        add(a,b,sum,row1,row2,col1,col2);
        sub(a,b,subtract1,row1,row2,col1,col2);
        multiply(a,b,res,row1,row2,col1,col2);
        transpose(a,trans_mat,row1,col1);
        return 0;
}
void add(int a1[][5],int b1[][5],int sum[][5],int row1,int row2,int col1,int col2)
{
        int i,j,row sum,col sum;
        while(row1==row2 && col1==col2)
        {
                row sum=row1;
                col sum=col1;
```

```
printf("enter the elements of 1st matrix\n");
for(i=0;i<row1;i++)
{
        for(j=0;j<col1;j++)
        {
                 scanf("%d",&a1[i][j]);
        }
}
printf("enter the elements of 2nd matrix\n");
for(i=0;i<row2;i++)
{
        for(j=0;j<col2;j++)
        {
                 scanf("%d",&b1[i][j]);
        }
}
for(i=0;i<row_sum;i++)
{
        for(j=0;j<col_sum;j++)</pre>
        {
                 sum[i][j]=a1[i][j]+b1[i][j];
        }
}
printf("the resultant matrix is(for sum)\n");
for(i=0;i<row_sum;i++)
{
        printf("\n");
        for(j=0;j<col_sum;j++)</pre>
        printf("%d\t",sum[i][j]);
}
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}

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if(row1!=row2||col1!=col2)
        {
                printf("addition not possible\n");
        }
}
void sub(int a1[][5],int b1[][5],int subtract1[][5],int row1,int row2,int col1,int col2)
{
        int i,j,row_sub,col_sub;
        while(row1==row2 && col1==col2)
        {
                row_sub=row1;
                col_sub=col1;
                printf("enter the elements of 1st matrix\n");
                for(i=0;i<row1;i++)
                {
                        for(j=0;j<col1;j++)
                        {
                                scanf("%d",&a1[i][j]);
                        }
                }
                printf("enter the elements of 2nd matrix\n");
                for(i=0;i<row2;i++)
                {
                        for(j=0;j<col2;j++)
                        {
                                scanf("%d",&b1[i][j]);
                        }
                }
                for(i=0;i<row_sub;i++)
                {
                        for(j=0;j<col_sub;j++)</pre>
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{
                                  subtract1[i][j]=a1[i][j]-b1[i][j];\\
                         }
                 }
                 printf("the resultant matrix is(for sub)\n");
                 for(i=0;i<row_sub;i++)</pre>
                 {
                         printf("\n");
                         for(j=0;j<col_sub;j++)</pre>
                         printf("%d\t",subtract1[i][j]);
                 }
        }
        if(row1!=row2||col1!=col2)
        {
                 printf("subtraction not possible\n");
        }
}
void multiply(int a1[][5],int b1[][5],int res[][5],int row1,int row2,int col1,int col2)
{
        int i,j,k,res_row,res_col;
        while(col1==row2)
        {
                 res_row=row1;
                 res_col=col2;
                 printf("enter the elements of 1st matrix\n");
                 for(i=0;i<row1;i++)
                 {
                         for(k=0;k<col1;k++)
                         {
                                  scanf("%d",&a1[i][k]);
                         }
```

```
printf("enter the elements of 2nd matrix\n");
                 for(k=0;k<row2;k++)
                 {
                         for(j=0;j<col2;j++)
                         {
                                  scanf("%d",&b1[k][j]);
                         }
                 }
                 for(i=0;i<res_row;i++)
                 {
                         for(j=0;j<res_col;j++)
                         {
                                  res[i][j]=0;
                                  for(k=0;k<res_col;k++)</pre>
                                  res[i][j]=res[i][j]+(a1[i][k]*b1[k][i]);
                         }
                 }
                 printf("the resultant matrix is(for mul)\n");
                 for(i=0;i<res_row;i++)</pre>
                 {
                         printf("\n");
                         for(j=0;j<res_col;j++)
                          printf("%d\t",res[i][j]);
                 }
        }
        if(row1!=row2||col1!=col2)
        {
                 printf("multiplication not possible\n");
        }
}
```

}

```
void transpose(int a1[][5],int trans_mat[][5],int row1,int col1)
{
        int i,j;
                printf("enter the elements of 1st matrix\n");
                for(i=0;i<row1;i++)
                {
                         for(j=0;j<col1;j++)
                         {
                                 scanf("%d",&a1[i][j]);
                         }
                }
                printf("the elements of the matrix are\n");
                for(i=0;i<row1;i++)
                {
                         printf("\n");
                         for(j=0;j<col1;j++)
                         printf("%d\t",a1[i][j]);
                }
                for(i=0;i<row1;i++)
                {
                         for(j=0;j<col1;j++)
                         {
                                 trans_mat[j][i]=a1[i][j];
                         }
                }
                printf("the resultant matrix is(for transpose)\n");
                for(i=0;i<row1;i++)
                {
                         printf("\n");
                         for(j=0;j<col1;j++)
                         printf("%d\t",trans_mat[i][j]);
```

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}
```

}

