

```
1  #ifndef EX01_LIBRARY_H_
2  #define EX01_LIBRARY_H_
3
4
5  #include <vector>
6  #include <string>
7
8
9  // To abbreviate declarations
10 typedef unsigned int UINT;
11
12
13 int ** createMatrix(UINT n, UINT m);
14 int ** duplicateMatrix(int** A, UINT n, UINT m);
15 int ** makeBitonal(int** A, UINT n, UINT m, int threshold);
16 void initMatrix(int** A, UINT n, UINT m);
17 void deallocateMatrix(int** A, unsigned int n);
18 void printMatrix(int** A, UINT n, UINT m, std::string description);
19
20
21 #endif
```