#include <bits/stdc++.h>

using namespace std;

void printMatrix(int n)

{

float H[n][n];

for (int i = 0; i < n; i++) {

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

H[i][j] = (float)1.0 /

((i + 1) + (j + 1) - 1.0);

}

}

for (int i = 0; i < n; i++) {

for (int j = 0; j < n; j++)

cout << H[i][j] << " ";

cout << endl;

}

}

int main()

{

int n = 3;

printMatrix(n);

return 0;

}