

Name: Sarwan Heer



## Matrix Calculator (Engineering Project)

A.txt

```
1. 3 3
2. 1 2 3
3. 4 5 6
4. 7 8 9
```

B.txt

```
1. 3 3
2. 9 8 7
3. 6 5 4
4. 3 2 1
```

Main.java

```
1. // Main class demonstrating matrix operations
2. public class Main {
3.     public static void main(String[] args) {
4.         // Using Scanner to collect user input from the console
5.         java.util.Scanner scanner = new java.util.Scanner(System.in);
6.
7.         // Print statements to explain user choices
8.         System.out.println("Choose mode: 1 for Text-based, 2 for GUI-based (if implemented)");
9.
10.        // Collect user choice
11.        int choice = scanner.nextInt();
12.        scanner.nextLine(); // Consume the newline character
13.
14.        // Conditional execution based on user choice
15.        if (choice == 1) {
16.            // Text-based mode
17.            runTextBased();
18.        } else if (choice == 2) {
19.            // GUI-based mode
20.            javax.swing.SwingUtilities.invokeLater(new Runnable() {
21.                public void run() {
22.                    new MatrixGUI().createAndShowGUI(); // Create and display the GUI
23.                }
24.            });
25.        } else {
26.            // Invalid choice handling
27.            System.out.println("Invalid choice.");
28.        }
29.    }
30.
31.    // Method to handle text-based operations
32.    public static void runTextBased() {
33.        // Using Scanner for reading user input
34.        java.util.Scanner scanner = new java.util.Scanner(System.in);
35.
36.        // Prompt user for matrix operation input
37.        System.out.println("Enter matrix operation (e.g., A + B):");
38.
39.        // Read the entire line of input
40.        String operation = scanner.nextLine();
41.
42.        // Split input into parts
43.        String[] parts = operation.split(" ");
44.
45.        // Validate input format
46.        if (parts.length == 3) {
47.            // Reading matrices from files
48.            Matrix a = MatrixUtils.readMatrixFromFile(parts[0] + ".txt");
49.            Matrix b = MatrixUtils.readMatrixFromFile(parts[2] + ".txt");
50.
51.            // Check if matrices are successfully read
```

```

52.         if (a == null || b == null) {
53.             System.out.println("One or both matrix files not found or invalid.");
54.             return;
55.         }
56.
57.         // Initialize result matrix
58.         Matrix result = null;
59.
60.         // Determine the operation and perform it
61.         switch (parts[1]) {
62.             case "+":
63.                 result = MatrixOperations.add(a, b);
64.                 break;
65.             case "-":
66.                 result = MatrixOperations.subtract(a, b);
67.                 break;
68.             case "*":
69.                 result = MatrixOperations.multiply(a, b);
70.                 break;
71.             default:
72.                 System.out.println("Invalid operation.");
73.                 return;
74.         }
75.
76.         // Output result to console
77.         System.out.println("Result:");
78.         System.out.println(result);
79.
80.         // Write result to file
81.         try {
82.             writeResultToFile("R.txt", result);
83.             System.out.println("Result written to R.txt");
84.         } catch (java.io.IOException e) {
85.             System.out.println("An error occurred while writing the result to R.txt: " + e.getMessage());
86.         }
87.     } else {
88.         // Invalid input format handling
89.         System.out.println("Invalid input format.");
90.     }
91. }
92.
93. // Method to write result matrix to file
94. public static void writeResultToFile(String fileName, Matrix result) throws java.io.IOException {
95.     java.io.PrintWriter print = new java.io.PrintWriter(fileName);
96.
97.     // Print matrix dimensions
98.     print.println(result.getRows() + " " + result.getCols());
99.
100.    // Print matrix data
101.    for (int i = 0; i < result.getRows(); i++) {
102.        for (int j = 0; j < result.getCols(); j++) {
103.            print.print(result.get(i, j) + " ");
104.        }
105.        print.println();
106.    }
107.    // Close the PrintWriter
108.    print.close();
109. }
110. }

```

#### Matrix.java

```

1. // Class representing a matrix
2. public class Matrix {
3.     // Matrix data stored in a 2D array
4.     private int[][] data;
5.     private int rows;
6.     private int cols;
7.
8.     // Constructor to initialize matrix dimensions
9.     public Matrix(int rows, int cols) {
10.         this.rows = rows;
11.         this.cols = cols;
12.         data = new int[rows][cols];
13.     }
14.
15.     // Method to get the number of rows
16.     public int getRows() {
17.         return rows;
18.     }
19.
20.     // Method to get the number of columns
21.     public int getCols() {
22.         return cols;
23.     }
24. }

```

```

25. // Method to get the value at a specific row and column
26. public int get(int row, int col) {
27.     return data[row][col];
28. }
29.
30. // Method to set the value at a specific row and column
31. public void set(int row, int col, int value) {
32.     data[row][col] = value;
33. }
34.
35. // Method to return the matrix as a string
36. @Override
37. public String toString() {
38.     StringBuilder sb = new StringBuilder();
39.     for (int i = 0; i < rows; i++) {
40.         for (int j = 0; j < cols; j++) {
41.             sb.append(data[i][j]).append(" ");
42.         }
43.         sb.append("\n");
44.     }
45.     return sb.toString();
46. }
47. }

```

## MatrixGUI.java

```

1. import javax.swing.*;
2. import java.awt.*;
3. import java.awt.event.ActionEvent;
4. import java.awt.event.ActionListener;
5.
6. // Class to handle GUI for matrix operations
7. public class MatrixGUI {
8.     // GUI components
9.     private JFrame frame;
10.    private JTextField rowsField;
11.    private JTextField colsField;
12.    private JPanel matrixAPanel;
13.    private JPanel matrixBPanel;
14.    private JPanel resultPanel;
15.    private JTextField[][] matrixAFields;
16.    private JTextField[][] matrixBFields;
17.    private JTextField[][] resultFields;
18.    private JComboBox<String> operationBox;
19.
20.    // Maximum dimensions for the matrices
21.    private static final int MAX_DIMENSION = 3;
22.
23.    // Method to create and show the GUI
24.    public void createAndShowGUI() {
25.        frame = new JFrame("Matrix Operations");
26.        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
27.        frame.setSize(800, 600);
28.
29.        // Input panel for matrix dimensions and operations
30.        JPanel inputPanel = new JPanel();
31.        inputPanel.setLayout(new GridLayout(3, 2));
32.
33.        JLabel rowsLabel = new JLabel("Number of rows (max 3):");
34.        rowsField = new JTextField();
35.        inputPanel.add(rowsLabel);
36.        inputPanel.add(rowsField);
37.
38.        JLabel colsLabel = new JLabel("Number of columns (max 3):");
39.        colsField = new JTextField();
40.        inputPanel.add(colsLabel);
41.        inputPanel.add(colsField);
42.
43.        JButton createMatricesButton = new JButton("Create Matrices");
44.        createMatricesButton.addActionListener(new CreateMatricesListener());
45.        inputPanel.add(createMatricesButton);
46.
47.        JLabel operationLabel = new JLabel("Operation (+, -, *):");
48.        operationBox = new JComboBox<>(new String[]{"+", "-", "*"});
49.        inputPanel.add(operationLabel);
50.        inputPanel.add(operationBox);
51.
52.        // Panels for matrices and result
53.        matrixAPanel = new JPanel();
54.        matrixBPanel = new JPanel();
55.        resultPanel = new JPanel();
56.
57.        JPanel matricesPanel = new JPanel();
58.        matricesPanel.setLayout(new GridLayout(1, 3));
59.        matricesPanel.add(matrixAPanel);
60.        matricesPanel.add(matrixBPanel);

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```

61.     matricesPanel.add(resultPanel);
62.
63.     // Setting Layout of the frame
64.     frame.setLayout(new BorderLayout());
65.     frame.add(inputPanel, BorderLayout.NORTH);
66.     frame.add(matricesPanel, BorderLayout.CENTER);
67.
68.     JButton calculateButton = new JButton("Calculate");
69.     calculateButton.addActionListener(new CalculateButtonListener());
70.     frame.add(calculateButton, BorderLayout.SOUTH);
71.
72.     frame.setVisible(true);
73. }
74.
75. // Listener for creating matrices
76. private class CreateMatricesListener implements ActionListener {
77.     public void actionPerformed(ActionEvent e) {
78.         try {
79.             // Reading dimensions from text fields
80.             int rows = Integer.parseInt(rowsField.getText());
81.             int cols = Integer.parseInt(colsField.getText());
82.
83.             // Check for valid dimensions
84.             if (rows > MAX_DIMENSION || cols > MAX_DIMENSION) {
85.                 JOptionPane.showMessageDialog(frame, "The maximum number of rows and columns is 3.");
86.                 return;
87.             }
88.
89.             // Reset panels
90.             matrixAPanel.removeAll();
91.             matrixBPanel.removeAll();
92.             resultPanel.removeAll();
93.
94.             matrixAPanel.setLayout(new GridLayout(rows, cols));
95.             matrixBPanel.setLayout(new GridLayout(rows, cols));
96.             resultPanel.setLayout(new GridLayout(rows, cols));
97.
98.             matrixAFields = new JTextField[rows][cols];
99.             matrixBFields = new JTextField[rows][cols];
100.            resultFields = new JTextField[rows][cols];
101.
102.            // Create text fields for matrix input
103.            for (int i = 0; i < rows; i++) {
104.                for (int j = 0; j < cols; j++) {
105.                    matrixAFields[i][j] = new JTextField();
106.                    matrixAPanel.add(matrixAFields[i][j]);
107.
108.                    matrixBFields[i][j] = new JTextField();
109.                    matrixBPanel.add(matrixBFields[i][j]);
110.
111.                    resultFields[i][j] = new JTextField();
112.                    resultFields[i][j].setEditable(false);
113.                    resultPanel.add(resultFields[i][j]);
114.                }
115.            }
116.
117.            frame.revalidate();
118.            frame.repaint();
119.        } catch (NumberFormatException ex) {
120.            JOptionPane.showMessageDialog(frame, "Please enter valid integers for rows and columns.");
121.        }
122.    }
123. }
124.
125. // Listener for calculating matrix operations
126. private class CalculateButtonListener implements ActionListener {
127.     public void actionPerformed(ActionEvent e) {
128.         try {
129.             // Read dimensions
130.             int rows = matrixAFields.length;
131.             int cols = matrixAFields[0].length;
132.
133.             // Create matrix objects
134.             Matrix a = new Matrix(rows, cols);
135.             Matrix b = new Matrix(rows, cols);
136.
137.             // Read values from text fields
138.             for (int i = 0; i < rows; i++) {
139.                 for (int j = 0; j < cols; j++) {
140.                     a.set(i, j, Integer.parseInt(matrixAFields[i][j].getText()));
141.                     b.set(i, j, Integer.parseInt(matrixBFields[i][j].getText()));
142.                 }
143.             }
144.
145.             // Determine operation and perform it
146.             Matrix result = null;
147.             switch ((String) operationBox.getSelectedItem()) {
148.                 case "+":

```

```

149.         result = MatrixOperations.add(a, b);
150.         break;
151.     case "-":
152.         result = MatrixOperations.subtract(a, b);
153.         break;
154.     case "*":
155.         result = MatrixOperations.multiply(a, b);
156.         break;
157.     }
158.
159.     // Display result in the result text fields
160.     for (int i = 0; i < rows; i++) {
161.         for (int j = 0; j < cols; j++) {
162.             resultFields[i][j].setText(Integer.toString(result.get(i, j)));
163.         }
164.     }
165. } catch (NumberFormatException ex) {
166.     JOptionPane.showMessageDialog(frame, "Please enter valid integers in the matrix fields.");
167. }
168. }
169. }
170. }

```

#### MatrixOperations.java

```

1. // Class for performing matrix operations
2. public class MatrixOperations {
3.     // Method to add two matrices
4.     public static Matrix add(Matrix a, Matrix b) {
5.         int rows = a.getRows();
6.         int cols = a.getCols();
7.         Matrix result = new Matrix(rows, cols);
8.
9.         for (int i = 0; i < rows; i++) {
10.            for (int j = 0; j < cols; j++) {
11.                result.set(i, j, a.get(i, j) + b.get(i, j));
12.            }
13.        }
14.
15.        return result;
16.    }
17.
18.    // Method to subtract matrix b from matrix a
19.    public static Matrix subtract(Matrix a, Matrix b) {
20.        int rows = a.getRows();
21.        int cols = a.getCols();
22.        Matrix result = new Matrix(rows, cols);
23.
24.        for (int i = 0; i < rows; i++) {
25.            for (int j = 0; j < cols; j++) {
26.                result.set(i, j, a.get(i, j) - b.get(i, j));
27.            }
28.        }
29.
30.        return result;
31.    }
32.
33.    // Method to multiply two matrices
34.    public static Matrix multiply(Matrix a, Matrix b) {
35.        int rowsA = a.getRows();
36.        int colsA = a.getCols();
37.        int rowsB = b.getRows();
38.        int colsB = b.getCols();
39.
40.        if (colsA != rowsB) {
41.            throw new IllegalArgumentException("Number of columns in Matrix A must equal number of rows in Matrix B.");
42.        }
43.
44.        Matrix result = new Matrix(rowsA, colsB);
45.
46.        for (int i = 0; i < rowsA; i++) {
47.            for (int j = 0; j < colsB; j++) {
48.                int sum = 0;
49.                for (int k = 0; k < colsA; k++) {
50.                    sum += a.get(i, k) * b.get(k, j);
51.                }
52.                result.set(i, j, sum);
53.            }
54.        }
55.
56.        return result;
57.    }
58. }

```

#### MatrixUtils.java

```
1. import java.io.File;
2. import java.io.FileNotFoundException;
3. import java.util.Scanner;
4.
5. // Utility class for reading matrices from files
6. public class MatrixUtils {
7.     // Method to read a matrix from a file
8.     public static Matrix readMatrixFromFile(String fileName) {
9.         try {
10.            // Use Scanner to read from file
11.            Scanner scanner = new Scanner(new File(fileName));
12.
13.            // Read dimensions
14.            int rows = scanner.nextInt();
15.            int cols = scanner.nextInt();
16.            Matrix matrix = new Matrix(rows, cols);
17.
18.            // Read matrix data
19.            for (int i = 0; i < rows; i++) {
20.                for (int j = 0; j < cols; j++) {
21.                    matrix.set(i, j, scanner.nextInt());
22.                }
23.            }
24.
25.            // Close the scanner
26.            scanner.close();
27.            return matrix;
28.        } catch (FileNotFoundException e) {
29.            System.out.println("File not found: " + fileName);
30.            return null;
31.        }
32.    }
33. }
```