

```
#ifndef MMULT_H
#define MMULT_H

// includes to be used
#include <stdlib.h>
#include <stdio.h>
#include <stdint.h>
#include <string.h>
#include <time.h>
#include <omp.h>

// matrix structure
struct matrix {
    uint32_t columns;
    uint32_t rows;
    float *matrix;
};

// mmult function prototypes
struct matrix *mmult(struct matrix *m1, struct matrix *m2);
struct matrix *mgen(uint32_t rows, uint32_t columns);
void mprint(struct matrix *m);
void createtxt(struct matrix *m, char *filename);

#endif
```