```
20 tests from TDynamicMatrix
RUN
           TDynamicMatrix.can create matrix with positive length
           TDynamicMatrix.can create matrix with positive length (0 ms)
      OK ]
           TDynamicMatrix.throws when create matrix with negative length
RUN
           TDynamicMatrix.throws when create matrix with negative length (0 ms)
      OK
           TDynamicMatrix.can create copied matrix
RUN
           TDynamicMatrix.can create copied matrix (0 ms)
      OK
RUN
           TDynamicMatrix.copied matrix is equal to source one
           TDynamicMatrix.copied matrix_is_equal_to_source_one (0 ms)
      OK
           TDynamicMatrix.copied matrix has its own memory
RUN
           TDynamicMatrix.copied matrix has its own memory (0 ms)
      OK
           TDynamicMatrix.can get size
RUN
           TDynamicMatrix.can get size (0 ms)
      OK
           TDynamicMatrix.can set and get element
RUN
           TDynamicMatrix.can set and get element (0 ms)
      OK
           TDynamicMatrix.throws when set element with negative index
RUN
           TDynamicMatrix.throws when set element with negative index (0 ms)
      OK
           TDynamicMatrix.throws when set element with too large index
RUN
           TDynamicMatrix.throws when set element with too large index (0 ms)
      OK
           TDynamicMatrix.can assign matrix to itself
RUN
           TDynamicMatrix.can assign matrix to itself (0 ms)
      OK
           TDynamicMatrix.can assign matrices of equal size
RUN
           TDynamicMatrix.can assign matrices of equal size (0 ms)
      OK
           TDynamicMatrix.assign operator change matrix size
RUN
           TDynamicMatrix.assign operator change matrix size (0 ms)
      OK
           TDynamicMatrix.can_assign matrices of different size
RUN
           TDynamicMatrix.can_assign matrices of different size (0 ms)
      OK
           TDynamicMatrix.compare equal matrices return true
RUN
           TDynamicMatrix.compare equal matrices return true (0 ms)
      OK
           TDynamicMatrix.compare matrix with itself return true
RUN
           TDynamicMatrix.compare matrix with itself return true (0 ms)
      OK
           TDynamicMatrix.matrices with different size are not equal
RUN
           TDynamicMatrix.matrices with different size are not equal (0 ms)
      OK
           TDynamicMatrix.can add matrices with equal size
RUN
          TDynamicMatrix.can add matrices with equal size (0 ms)
      OK
           TDynamicMatrix.cant add matrices with not equal size
RUN
           TDynamicMatrix.cant add matrices with not equal size (0 ms)
      OK
           TDynamicMatrix.can subtract matrices with equal size
RUN
           TDynamicMatrix.can subtract matrices with equal size (0 ms)
      OK
           TDynamicMatrix.cant subtract matrixes with not equal size
RUN
           TDynamicMatrix.cant subtract matrixes with not equal size (0 ms)
      OK
           20 tests from TDynamicMatrix (9 ms total)
           Global test environment tear-down
           44 tests from 2 test cases ran. (34 ms total)
           44 tests.
 PASSED
```

```
Running 44 tests from 2 test cases.
           Global test environment set-up.
           24 tests from TDynamicVector
           TDynamicVector.can create vector with positive length
RUN
           TDynamicVector.can create vector with positive length (0 ms)
      OK 1
RUN
           TDynamicVector.throws when create vector with negative length
           TDynamicVector.throws when create vector with negative length (3 ms)
      OK
RUN
           TDynamicVector.can create copied vector
      OK
           TDynamicVector.can create copied vector (0 ms)
           TDynamicVector.copied vector is equal to source one
RUN
           TDynamicVector.copied vector is equal to source one (0 ms)
      OK
           TDynamicVector.copied vector has its own memory
RUN
           TDynamicVector.copied vector has its own memory (0 ms)
      OK
           TDynamicVector.can get size
RUN
           TDynamicVector.can get size (0 ms)
      OK
           TDynamicVector.throws when set element with negative index
RUN
           TDynamicVector.throws when set element with negative index (0 ms)
      OK
           TDynamicVector.throws when set element with too large index
RUN
           TDynamicVector.throws when set element with too large index (0 ms)
      OK
           TDynamicVector.can assign vector to itself
RUN
      OK
          TDynamicVector.can assign vector to itself (0 ms)
           TDynamicVector.can assign vectors of equal size
RUN
          TDynamicVector.can assign vectors of equal size (0 ms)
      OK
           TDynamicVector.assign operator change vector size
RUN
           TDynamicVector.assign operator change vector size (0 ms)
      OK
RUN
           TDynamicVector.can assign vectors of different size
          TDynamicVector.can assign vectors of different size (0 ms)
      OK
           TDynamicVector.compare equal vectors return true
RUN
           TDynamicVector.compare equal vectors return true (0 ms)
      OK
           TDynamicVector.compare vector with itself return true
RUN
          TDynamicVector.compare vector with itself return true (0 ms)
      OK
           TDynamicVector.vectors with different size are not equal
RUN
      OK | TDynamicVector.vectors with different size are not equal (0 ms)
           TDynamicVector.can add scalar to vector
RUN
          TDynamicVector.can add scalar to vector (0 ms)
      OK
           TDynamicVector.can subtract scalar from vector
RUN
          TDynamicVector.can subtract scalar from vector (0 ms)
      OK
           TDynamicVector.can multiply scalar by vector
RUN
          TDynamicVector.can multiply scalar by vector (0 ms)
      OK
           TDynamicVector.can add vectors with equal size
RUN
          TDynamicVector.can add vectors with equal size (0 ms)
      OK
           TDynamicVector.cant add vectors with not equal size
RUN
          TDynamicVector.cant add vectors with not equal size (0 ms)
      OK 
           TDynamicVector.can subtract vectors with equal size
RUN
         | TDynamicVector.can subtract vectors with equal size (0 ms)
      OK
           TDynamicVector.cant subtract vectors with not equal size
RUN
         TDynamicVector.cant subtract vectors with not equal size (0 ms)
      OK
           TDynamicVector.can multiply vectors with equal size
RUN
          TDynamicVector.can multiply vectors with equal size (0 ms)
      OK
           TDynamicVector.cant multiply vectors with not equal size
RUN
           TDynamicVector.cant multiply vectors with not equal size (0 ms)
      OK T
           24 tests from TDynamicVector (23 ms total)
```