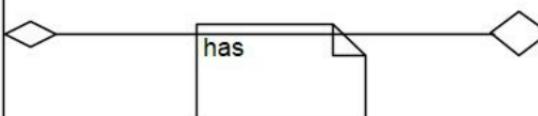


a	Matrix
-matrix : vector<vector<double>>	
+Matrix()	
+Matrix(n : int)	
+Matrix(r : int, c : int)	
+Matrix(v : vector<double>&)	
+Matrix()	
+setValue(row : int, col : int, value : double) : void	
+getValue(row : int, col : int) : double	
+clear() : void	
+==(mt : Matrix const&) : bool	
+!= (mt : Matrix const&) : bool	
+++(int) : Matrix&	
+-(int) : Matrix&	
++(mt : Matrix const&) : Matrix&	
+-(mt : Matrix const&) : Matrix&	
++=(mt : Matrix const&) : Matrix&	
+=(mt : Matrix const&) : Matrix&	
+*=(mt : Matrix const&) : Matrix&	
+*=(mt : Matrix const&) : Matrix&	
+<<(os : ostream&, mt : Matrix const&) : ostream&	



main()
-test for default constructor
-test for destructor
-test for constructor with one parameter
-test for constructor with two parameters
-test for constructor with vector parameter
-test for get value
-test for set value
-test for creating matrix with assignment operator
-test for equal and not equal operators
-test for adding matrixes
-test for subtracting matrixes
-test for multiplication of matrixes
-test for clear function