Output:

```
Success: simple constructor       0 0 0 0; 0 0 0 0; 0 0 0 0; 0 0 0 0; 0 0 0 0; 0 0 0 0;
Success: at method     3 3
Success: () operator   3 3
Success: creation of mat3         0 1 2 3; 4 5 6 7; 8 9 10 11; 0 1 2 3; 4 5 6 7; 8 9 10 11;
Success: transpose()   0 4 8; 1 5 9; 2 6 10; 3 7 11; 0 4 8; 1 5 9; 2 6 10; 3 7 11;
Success: Creation of mat4         0 0 1; 1 1 2; 2 2 3; 3 3 4; 0 0 1; 1 1 2; 2 2 3; 3 3 4;
Success: add() refencence version 0 4 9; 2 6 11; 4 8 13; 6 10 15; 0 4 9; 2 6 11; 4 8 13; 6 10 15;
Success: add() shared_ptr version 0 4 9; 2 6 11; 4 8 13; 6 10 15; 0 4 9; 2 6 11; 4 8 13; 6 10 15;
Success: multiply() reference version         28 52 82; 28 52 82; 40 80 130; 28 52 82; 28 52 82; 40 80 130;
Success: multiply() shared_ptr version        9 22 35 48; 11 30 49 68; 13 38 63 88; 15 46 77 108; 9 22 35 48; 11 30 49 68; 13 38 63 88; 15 46 77 108;
Success: inner product 12; 12;
Success: outer product 4 4 4; 4 4 4; 4 4 4; 4 4 4; 4 4 4; 4 4 4;
Success: + operator    0 4 9; 2 6 11; 4 8 13; 6 10 15; 0 4 9; 2 6 11; 4 8 13; 6 10 15;
Success: * operator (matrix multiplication)   9 22 35 48; 11 30 49 68; 13 38 63 88; 15 46 77 108; 9 22 35 48; 11 30 49 68; 13 38 63 88; 15 46 77 108;
Success: Identity      1 0; 0 1; 1 0; 0 1;
Success: ninety        0 -1; 1 0; 0 -1; 1 0;
Success: ninety trasposed         0 1; -1 0; 0 1; -1 0;
Success: thirty        0.866 -0.5; 0.5 0.866; 0.866 -0.5; 0.5 0.866;
Success: sixty         0.5 -0.866; 0.866 0.5; 0.5 -0.866; 0.866 0.5;
Success: thirty*sixty  0 -1; 1 0; 0 -1; 1 0;
Success: thirty*sixty* ninety (ninety is transposed)     1 0; 0 1; 1 0; 0 1;
Success: Rotation of vector using rotation matrix        0.232; 3.6; 0.232; 3.6;

Rotation angle: 30 degrees
0.866025   -0.5
0.5        0.866025

Rotation angle: -30 degrees
0.866025   0.5
-0.5       0.866025
```