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CSC01B1 Practical 6

Design

```
Matrix2D
+DEFAULT SIZE: static const int
+DEFAULT VALUE: static const int
+DEFAULT MINSIZE: static const int
+DEFAULT MAXSIZE: static const int
- rows: int
- cols: int
-value: T
- matrix: T**
+Matrix2D()
+Matrix2D(intRows:int,intCols:int,intValue:int)
+Matrix2D(objOriginal:const Matrix2D<T>)
+getRows(): const int
+getCols(): const int
+getValue(intRow:int,intCol:int,intVal:int): const int
+setValue(intRow:int,intCol:int,intVal:int): void
+operator=(objOriginal:const Matrix2D<T>&): Matrix2D<T>&
+operator()(intRow:int,intCol:int): Matrix2D<T>&
+operator<<(objLHS:ostream&,objRHS:const Matrix2D<T>&): ostream
-mem alloc(intRows:int,intCols:int,intValue:int): void
-mem dealloc(): void
-clone(objOriginal:Matrix2D<T>&): void
-enforcedRange(intArg:int,intMin:int,intMax:int): void
+~Matrix2D()
```