

Matrix2D

```
-_rows: int
-_cols: int
-value: int
-_matrix: int**
+DEFAULT_ROWS: const int
+DEFAULT_COLS: const int
+DEFAULT_VALUE: const int

+Matrix2D()
+Matrix2D(intRows:int,intCol:int,intValue:int)
+Matrix2D(objOriginal:const Matrix2D&)
+~Matrix2D()
+toString(): const string
+getRows(): const int
+getCols(): const int
+getValue(): const int
+setValue(intRow:int,intCols:int,intVal:int): void
+print(): void
+drawMatrix(): void
-mem_alloc(intRows:int,intCols:int,intValue:int): void
-mem_dealloc(): void
-enforceRange(intArg:int,intMin:int,intMax:int): void
```