**Name : Upas nath**

**Roll No : 47**

**Batch : B**

**Date : 06-04-22**

**OBJECT ORIENTED PROGRAMING LAB**

**Experiment No.: 3**

**Aim**

Read a matrix from the console and check whether it is symmetric or not.

**Source Code**

import java.util.\*;

class SymmetricMatrix{

public static void main(String[] args){

int row, col;

Scanner sc= new Scanner(System.in);

boolean isSymmetic= true;

System.out.print("Enter the number of rows for the Matrices : ");

row= sc.nextInt();

System.out.print("Enter the number of columns for the Matrices : ");

col= sc.nextInt();

int[][] matrix= new int[row][col];

System.out.println("Enter the elements for the Matrix : ");

for(int i=0;i<row;i++){

for(int j=0;j<col;j++){

matrix[i][j]= sc.nextInt();

}

}

System.out.println("\n");

System.out.println("The entered matrix is : ");

for(int i=0;i<row;i++){

for(int j=0;j<col;j++){

System.out.print(matrix[i][j]+" ");

}

System.out.println("\n");

}

for(int i=0;i<row;i++){

for(int j=0;j<col;j++){

if(i!=j){

if(matrix[i][j]!=matrix[j][i]){

isSymmetic= false;

break;

}

}

}

if(!isSymmetic)

break;

}

if(isSymmetic){

System.out.println("The entered matrix is Symmetric Matrix");

}

else{

System.out.println("The entered matrix is not a Symmetric Matrix");

}

}

}

**Output Screenshot**

