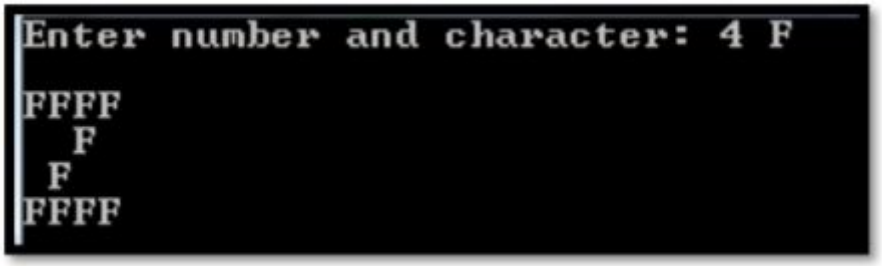
1. Create 2 of 3x3 matrix then let the user input all members in the array. After that, multiply those array and print the result.
2. Write a C program that does the followings.
    a. Create a 2D array of size N x N, where N is specified by the user; N is in the range 3 to 30.
    b. Draw a Z on the array with a character specified by the user Fill the array of size N x N with space and a character specified by the user

***First, you have to keep value of a character and space in array of size N x N and then display the value as follows:



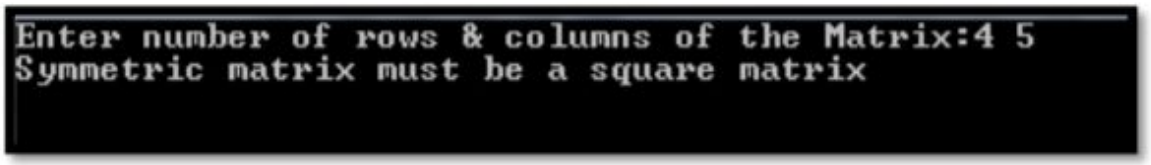
3. Write the program that receive numbers to fill in 3x3 matrix, then transpose it and print the result.
   Ex.

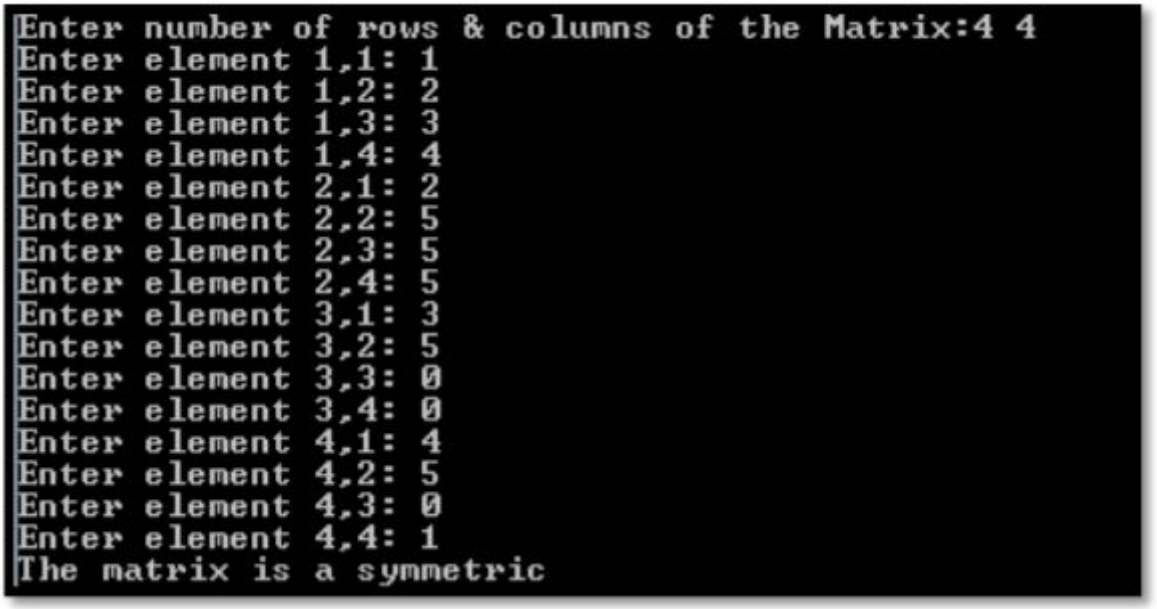
1	5	7
3	8	2
4	9	2

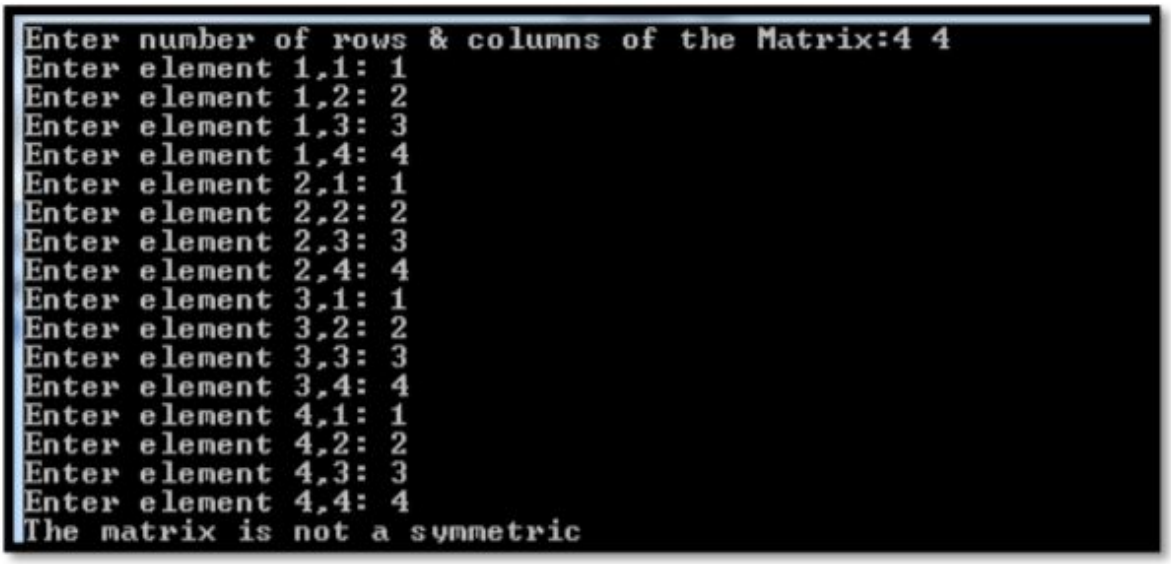
VVVVVVV

1	3	4
5	8	9
7	2	2

4. From 3.) Modify the program to receive nxm matrix and also receive those numbers to fill in the array. Then, check if the input matrix is symmetric or not. [Maximum size of row,column is 10]
   **Symmetric matrix must be the square matrix (same amount of row and column)
   **Symmetric matrix must contains the same numbers order when transposed.



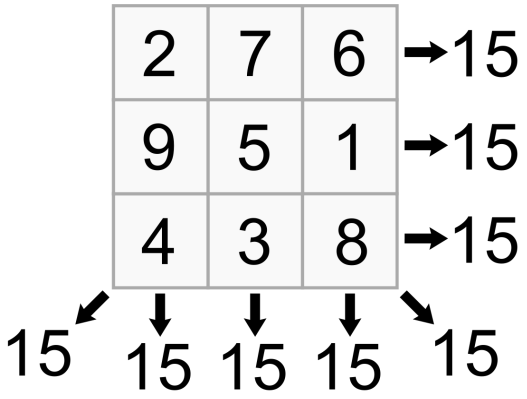




1	5	7
5	8	2
7	2	9

The matrix is symmetric!

5. Create nxn matrix and let user put all numbers. Then check if that input matrix is Magic Square or not.
   **Magic square is the matrix that has the same sum of all row, column, diagonal.



10	3	8
5	7	9
6	11	4

This is a Magic Square!

1	2	9
4	6	1
2	8	4

This is a NOT Magic Square!

8	11	14	1
13	2	7	12
3	16	9	6
10	5	4	15

This is a Magic Square!