Question 18:

Design a class **MatRev** to reverse each element of a matrix. Example:

|  |  |  |
| --- | --- | --- |
| 72 | 371 | 5 |
| 12 | 6 | 426 |
| 5 | 123 | 94 |

|  |  |  |
| --- | --- | --- |
| 27 | 173 | 5 |
| 21 | 6 | 624 |
| 5 | 321 | 49 |

becomes

Some of the members of the class are given below:

## Class name : MatRev

**Data members/instance variables:**

arr[ ][ ] : to store integer elements

m : to store the number of rows

n : to store the number of columns

## Member functions/methods:

MatRev(int mm, int nn) : parameterised constructor to initialise the data

members m = mm and n = nn

void fillarray( ) : to enter elements in the array

int reverse(int x) : returns the reverse of the number x

void revMat( MatRev P) : reverses each element of the array of the

parameterized object and stores it in the array of the current object

void show( ) : displays the array elements in matrix form

Define the class **MatRev** giving details of the **constructor( ), void fillarray( ), int reverse(int)**, **void revMat(MatRev)** and **void show( )**. Define the **main( )** function to create objects and call the functions accordingly to enable the task.