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Tester1.cs  
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```

m1:

d: 1 1 1 1 1 1 1 1 1 1
a: 1 1 1 1 1 1 1 1 1
c: 1 1 1 1 1 1 1 1 1

m2:

d: 1 4 7 10 13 16 19 22 25 28
a: 3 6 9 12 15 18 21 24 27
c: 2 5 8 11 14 17 20 23 26

m3:

d: 2 5 8 11 14 17 20 23 26 29
a: 4 7 10 13 16 19 22 25 28
c: 3 6 9 12 15 18 21 24 27

```
-----  
Tester2.cs  
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```

m1:

1 1 0 0 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 1 1 1 0 0 0
0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0
1 1 1 0 0 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 1 1

m2:

1 2 0 0 0 0 0 0 0 0 0 3 4 5 0 0 0 0 0 0 0 6 7 8 0 0 0 0 0 0 0 9 10 11 0 0
0 0 0 0 0 0 0 12 13 14 0 0 0 0 0 0 0 0 0 15 16 17 0 0 0 0 0 0 0 18 19 20 0 0 0
0 0 0 0 0 0 21 22 23 0 0 0 0 0 0 0 0 24 25 26 0 0 0 0 0 0 0 27 28

m3:

2 3 0 0 0 0 0 0 0 0 0 4 5 6 0 0 0 0 0 0 0 7 8 9 0 0 0 0 0 0 0 10 11 12 0 0
0 0 0 0 0 0 0 13 14 15 0 0 0 0 0 0 0 0 16 17 18 0 0 0 0 0 0 0 19 20 21 0 0 0
0 0 0 0 0 0 22 23 24 0 0 0 0 0 0 0 0 25 26 27 0 0 0 0 0 0 0 28 29

m3:

2 3 0 0 0 0 0 0 0 0 0 4 5 6 0 0 0 0 0 0 0 7 8 9 0 0 0 0 0 0 0 10 11 12 0 0
0 0 0 0 0 0 0 13 14 15 0 0 0 0 0 0 0 0 16 17 18 0 0 0 0 0 0 0 19 20 21 0 0 0
0 0 0 0 0 0 22 23 24 0 0 0 0 0 0 0 0 25 26 27 0 0 0 0 0 0 0 28 29

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Tester3.cs - Tester13.cs  
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```

Exception messages. Make sure you include the information about incorrect parameters in the exception messages. See the comments for constructor, operator +, set and get.