

Matrix

```
vector <vector<double>> dVec;
```

```
Matrix ();  
Matrix (int n);  
Matrix (int r, int c);  
Matrix (double a[]);  
void set_value(int r, int c , double v);  
double get_value(int r, int c);  
void clear();  
~Matrix ();  
friend ostream  
&operator<<(std::ostream &stream,  
            const Matrix &a1);  
bool operator==(const Matrix m2);  
bool operator!=(Matrix m2);  
Matrix& operator--();  
Matrix& operator++();  
Matrix& operator=(Matrix m1);  
Matrix& operator+=(Matrix m2);  
Matrix& operator-(Matrix m2);  
Matrix& operator+(Matrix m2);  
Matrix& operator*(Matrix m2);  
Matrix& operator*=(Matrix m2);
```

Main

Google

Matrix m;

Google(&Matrix a)
Matrix& calculateMatrix()