**Matrix**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** mat: int[3][3]

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  + Matrix()

+ Matrix(a: const int[3][3])

+ ~Matrix()

+ setElement(row: int, col: int,

value: int): void

+ getElement(row: int, col: int):

int

+ operator+(m: const Matrix&):

Matrix

+ operator-(m: const Matrix&):

Matrix

+ operator\*(m: const Matrix&):

Matrix

+ operator==(m: const Matrix&):

bool

+ operator!=(m: const Matrix&):

bool

+ operator<(m: const Matrix&):

bool

+ operator>(m: const Matrix&):

bool

+ operator-(): Matrix

+ operator++(): Matrix&

+ operator=(m: const Matrix&):

Matrix&

+ friend operator<<(out: ostream&,

m: const Matrix&):

ostream&

+ friend operator>>(in: istream&,m: Matrix&):ifstream&

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