

```

#include <iostream>
#include "include/graph.h"
#include <cstdlib>

int create_matrix(GraphElementType ***matrix, int size) {
    auto *tmp_mat = (GraphElementType *) calloc(size * size,
sizeof(GraphElementType));
    auto **tmp_mat2 = (GraphElementType **) calloc(size, sizeof(GraphElementType));

    if (tmp_mat == NULL) return -1;
    if (tmp_mat2 == NULL) {
        free(tmp_mat);
        return -1;
    }
    for (int i = 0; i < size; i++) {
        tmp_mat2[i] = &tmp_mat[size * i];
    }
    *matrix = tmp_mat2;
    return 1;
}

void fill_matrix(GraphElementType **matrix, int size) {
    for (int i = 0; i < size; i++) {
        for (int j = 0; j < size; j++) {
            matrix[i][j] = 1;
        }
    }
}

void print_matrix(GraphElementType **matrix, int size) {
    for (int i = 0; i < size; i++) {
        for (int j = 0; j < size; j++) {
            std::cout << matrix[i][j] << " ";
        }
        std::cout << "\n";
    }
}

int main() {
    // int temp[SIZE][SIZE] = {
    //     {1, 0, 0, 0, 1, 0, 1, 0, 0, 0},
    //     {0, 0, 0, 1, 0, 1, 1, 1, 0, 0},
    //     {0, 1, 0, 0, 0, 1, 0, 0, 1, 0},
    //     {0, 0, 0, 1, 0, 0, 0, 0, 0, 1},
    //     {0, 0, 0, 1, 0, 1, 0, 0, 1, 0},
    //     {0, 1, 0, 1, 0, 1, 0, 0, 1, 1},
    //     {1, 0, 0, 0, 0, 1, 1, 1, 0, 0},
    //     {0, 0, 0, 1, 0, 1, 0, 0, 0, 0},
    //     {0, 0, 1, 0, 0, 1, 0, 1, 1, 0},
    //     {1, 0, 0, 0, 0, 1, 1, 0, 0, 1}
    // };
    GraphElementType **g;
    int error = create_matrix(&g, 10);
    if (error == -1) return EXIT_FAILURE;
    fill_matrix(g, 10);
    print_matrix(g, 10);
    // Graph graph(g);
}

```