* **IntMatrix**

Int[][] data;

Dimensions dim;

Constructor(Dimensions dim, int x = 0)

Copy c’tor – intMatrix(const intMatrix& toCopy)

D’ctor - ~()

Operator= - intMatrix op=(const intMatrix& mat)

Transpose – intMatrix transpose()const

Identity = intMatrix identity(int dim)

Operators = friend intMatrix+(matrix 1, matrix 2)

-unary = intMatrix&()

-binary = intMatrix(const matrix 1, const matrix2)

Operator+ with scalar = operator+(matrix mat, int scalar) \vice-versa

Operator+= - operator+=(int scalar)

Std::ostream& Operator<<(std::ostream& os, const intMatrix& mat)

Int& operator()(const int I, const int j)

Const int& operator()(const int i, cons int j)const

Iterator begin() const;

Iterator end() const;

אופרטורים לוגיים וקיבוץ בוליאני = טריויאלי!

Iterator-

Int current\_row;

Int current\_column;

Int\* data;