

Tarefa 8 - Soma de três matrizes 4x4

MATRIZ A	MATRIZ B	MATRIZ C	SOMA
44	39	46	129
49	23	18	90
46	42	19	107
22	18	41	81
8	7	40	55
24	15	24	63
34	50	50	134
25	12	1	38
40	30	24	94
47	36	19	102
11	39	40	90
20	46	40	106
44	28	49	121
17	3	30	50
1	3	11	15
1	23	33	57

Buttons: Gerar, Gerar, Gerar, Calcular

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
```

```
namespace Tarefa_8___Soma_de_três_matrizes_4x4
```

```
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
    }
}
```

```
int[,] A = new int[4, 4];
int[,] B = new int[4, 4];
int[,] C = new int[4, 4];
int i, j;
```

```

private void button1_Click(object sender, EventArgs e)
{
    Random rnd = new Random();

    listBox1.Items.Clear();

    for(i=0; i<=3; i++)
    {
        for(j=0; j<=3; j++)
        {
            A[i, j] = rnd.Next(50) + 1;
            listBox1.Items.Add(A[i, j]);
        }
    }
}

```

```

private void button2_Click(object sender, EventArgs e)
{
    Random rnd = new Random();

    listBox2.Items.Clear();

    for (i = 0; i <= 3; i++)
    {
        for (j = 0; j <= 3; j++)
        {
            B[i, j] = rnd.Next(50) + 1;
            listBox2.Items.Add(B[i, j]);
        }
    }
}

```

```

private void button3_Click(object sender, EventArgs e)
{
    Random rnd = new Random();

    listBox3.Items.Clear();

    for (i = 0; i <= 3; i++)
    {
        for (j = 0; j <= 3; j++)
        {
            C[i, j] = rnd.Next(50) + 1;

```

```

        listBox3.Items.Add(C[i, j]);
    }
}

private void button4_Click(object sender, EventArgs e)
{
    int[,] S = new int[4, 4];
    int i, j;

    listBox4.Items.Clear();

    for (i = 0; i <= 3; i++)
    {
        for (j = 0; j <= 3; j++)
        {
            S[i, j] = A[i, j] + B[i, j] + C[i, j];
            listBox4.Items.Add(S[i, j]);
        }
    }
}
}

```