

Aim: To write a Program to invoke 2 user defined function to perform ceratin action on matrices.

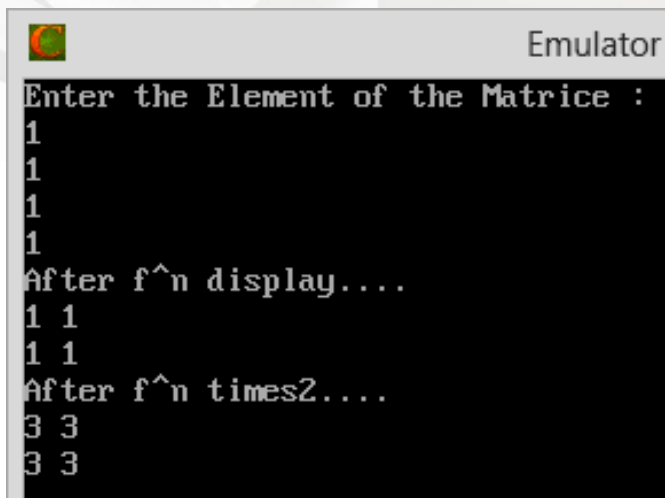
Source Code:

```
//page 368 question 6
#include<iostream.h>
#include<conio.h>
void display(int[2][2]);
void times2(int[2][2]);
void main()
{
    clrscr();
    int matrice[2][2];
    cout<<"Enter the Element of the Matrice : ";
    for(int i=0;i<2;i++)
    {
        for(int j=0;j<2;j++)
        {
            cin>>matrice[i][j];
        }
    }
    cout<<"After f^n display....";
    display(matrice);
    cout<<"\nAfter f^n times2....";
    times2(matrice);
    getch();
}

void display(int vout[2][2])
{
    for(int i=0;i<2;i++)
    {
        cout<<endl;
        for(int j=0;j<2;j++)
        {
            cout<<vout[i][j]<<" ";
        }
    }
}

void times2(int tout[2][2])
{
    for(int i=0;i<2;i++)
    {
        cout<<endl;
        for(int j=0;j<2;j++)
        {
            cout<<tout[i][j]+2<<" ";
        }
    }
}
```

Output :

A screenshot of a software emulator window titled "Emulator". The window has a dark background with white text. It shows a sequence of inputs and outputs for a matrix program. The inputs are five '1's, followed by a prompt "After f^n display....", then two pairs of "1 1", followed by another prompt "After f^n times2....", and finally two pairs of "3 3".

```
Emulator
Enter the Element of the Matrice :
1
1
1
1
1
After f^n display....
1 1
1 1
After f^n times2....
3 3
3 3
```