List no 6.

Design and implement an IntMatrix class that represents a matrix of integers.

The IntMatrix class should have the following properties:
- A 2D integer array to store the matrix elements.
- A constructor that takes the number of rows and columns as input and initializes the matrix with zeros.
- A constructor that takes a 2D integer array as input and initializes the matrix with the given values.
- A method to get the number of rows in the matrix.
- A method to get the number of columns in the matrix.
- A method to get the element at a given row and column.
- A method to set the element at a given row and column to a given value.
- A method to add two matrices.