

```
MatrixMult.cpp x MatrixMult.h x testMatrixMult.cpp x trial.cpp x Matrix.cpp x Matrix.h x testMatrix.cpp x
1  #include <stdio.h>
2  #include "MatrixMult.h"
3
4  int main (){
5
6      int data [10][10], data2 [10][10];
7      int r, c, i, j, k, l;
8
9      printf("Matrix Multiplier (Max Row & Column = 10)\n");
10     printf("Enter rows of matrix : ");
11     scanf("%i", &r);
12     printf("Enter columns of matrix : ");
13     scanf("%i", &c);
14
15     printf("Enter matrix A (%ix%i): \n", r, c);
16     for (i = 0; i < r; i++){
17         for (j = 0; j < c; j++){
18             printf("Element [%i][%i]: ", i, j);
19             scanf("%i", &data[i][j]);
20         }
21     }
22     printf("\n");
23
24     printf("Enter matrix B (%ix%i): \n", c, r);
25     for(k = 0; k < c; k++){
26         for(l = 0; l < r; l++){
27             printf("Element [%i][%i]: ", l, k);
28             scanf("%i", &data2[k][l]);
29         }
30     }
31
32     MatrixMult m1;
33     m1.setRow(r);
```

```
31  
32     MatrixMult m1;  
33     m1.setRow(r);  
34     m1.setColumn(c);  
35     m1.setMatrixOri (data, data2);  
36     printf("\n");  
37     printf("Matrix A\n");  
38     printf("", m1.getMatrixA());  
39     printf("Matrix B\n");  
40     printf("", m1.getMatrixB());  
41     printf("Matrix Mult\n");  
42     printf("", m1.getMatrixMult());  
43  
44     return 0;  
45 }
```

```
1  class MatrixMult{
2
3      public:
4      void setMatrixOri(int matA [10][10], int matB[10][10]);
5      void setRow (int ri);
6      void setColumn (int ci);
7          int getMatrixA(void);
8          int getMatrixB(void);
9          int getMatrixMult(void);
10 };
11
12
```

```
MatrixMult.cpp x MatrixMult.h x testMatrixMult.cpp x trial.cpp x Matrix.cpp x Matrix.h x testMatrix.cpp x
1  #include "MatrixMult.h"
2  #include <stdio.h>
3
4  int mtxA[10][10], r, c, data;
5  int mtxB[10][10];
6  int C[10][10];
7
8  void MatrixMult::setRow (int ri){
9      r = ri;
10 }
11
12 void MatrixMult::setColumn (int ci){
13     c = ci;
14 }
15
16 void MatrixMult::setMatrixOri(int matA[10][10], int matB[10][10]){
17     for (int d = 0; d < r ; d++){
18         for (int k = 0; k < c; k++){
19             mtxA[d][k] = matA[d][k];
20             mtxB[k][d] = matB[k][d];
21         }
22     }
23 }
24
25 int MatrixMult::getMatrixA(){
26     for (int p = 0; p < r ; p++){
27         for (int k = 0; k < c; k++){
28             printf("%i ", mtxA[p][k]);
29         }
30
31         printf("\n");
32     }
33 }
```

```
MatrixMult.cpp x MatrixMult.h x testMatrixMult.cpp x trial.cpp x Matrix.cpp x Matrix.h x testMatrix.cpp x
24
25 int MatrixMult::getMatrixA(){
26     for (int p = 0; p < r ; p++){
27         for (int k = 0; k < c; k++){
28             printf("%i ", mtxA[p][k]);
29         }
30
31         printf("\n");
32     }
33
34     printf("\n");
35
36     return 0;
37 }
38
39 int MatrixMult::getMatrixB(){
40     for (int i = 0; i < c ; i++){
41         for (int j = 0; j < r; j++){
42             printf("%i ", mtxB[i][j]);
43         }
44
45         printf("\n");
46     }
47
48     printf("\n");
49
50     return 0;
51 }
52
53 int MatrixMult::getMatrixMult(){
54     for (int h = 0; h < r; h++){
55         for (int g = 0; g < r; g++){
56             for (int k = 0; k < c; k++){
```



```
39 int MatrixMult::getMatrixB(){
40     for (int i = 0; i < c ; i++){
41         for (int j = 0; j < r; j++){
42             printf("%i ", mtxB[i][j]);
43         }
44
45         printf("\n");
46     }
47
48     printf("\n");
49
50     return 0;
51 }
52
53 int MatrixMult::getMatrixMult(){
54     for (int h = 0; h < r; h++){
55         for (int g = 0; g < r; g++){
56             for (int k = 0; k < c; k++){
57                 C[h][g] += mtxA[h][k] * mtxB[k][g];
58             }
59
60             printf("%i ", C[h][g]);
61         }
62
63         printf("\n");
64     }
65
66     return 0;
67 }
68
```

```
Command Prompt
C:\Users\Debby\Documents\cpp\MatrixMult>g++ testMatrixMult.cpp MatrixMult.cpp -o a
C:\Users\Debby\Documents\cpp\MatrixMult>a
Matrix Multiplier (Max Row & Column = 10)
Enter rows of matrix : 2
Enter columns of matrix : 3
Enter matrix A (2x3):
Element [0][0]: 1
Element [0][1]: 2
Element [0][2]: 3
Element [1][0]: 4
Element [1][1]: 5
Element [1][2]: 6

Enter matrix B (3x2):
Element [0][0]: 7
Element [1][0]: 8
Element [0][1]: 9
Element [1][1]: 10
Element [0][2]: 11
Element [1][2]: 12

Matrix A
1 2 3
4 5 6

Matrix B
7 8
9 10
11 12

Matrix Mult
58 64
139 154

C:\Users\Debby\Documents\cpp\MatrixMult>
```