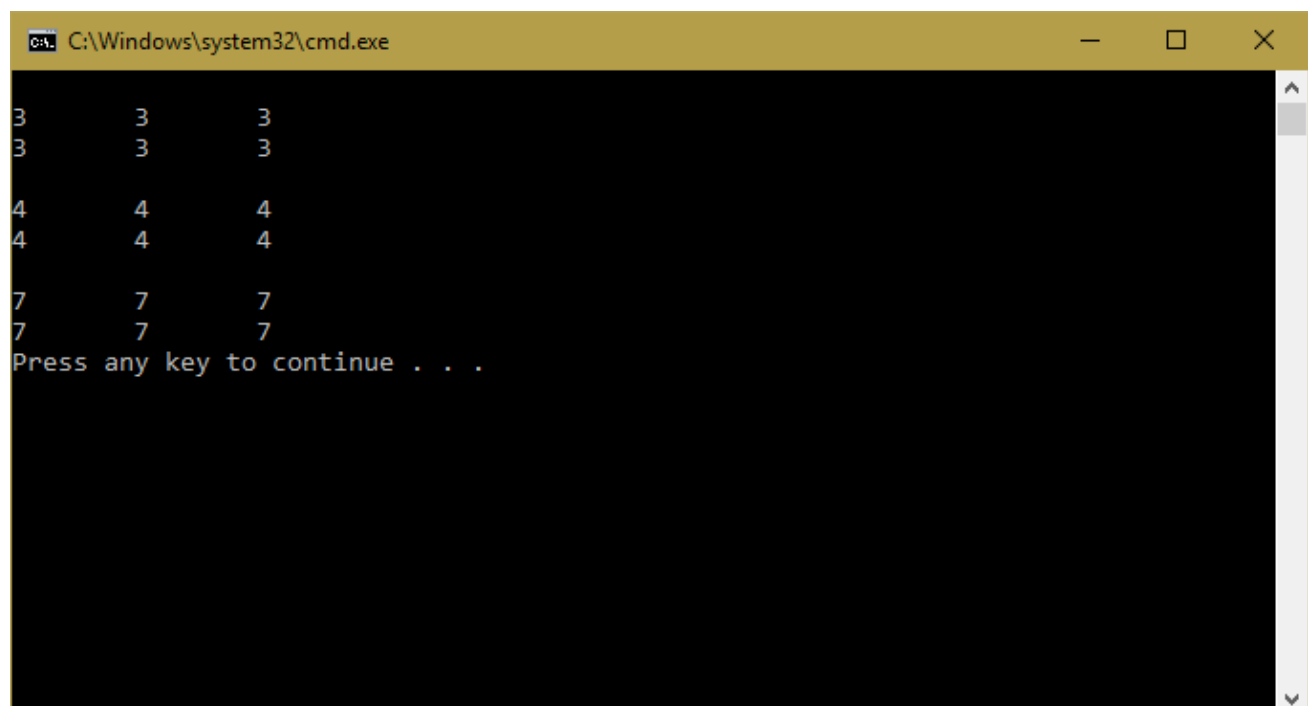


**Practical: 11** Create a 'MATRIX' class of size m X n. Overload the '+' operator to add two MATRIX objects. Write a main function to implement it.

```
#include "stdafx.h"
#include <iostream>
using namespace std;
#define m 2
#define n 3
class MATRIX
{
    int arr[m][n];
public:
    MATRIX operator +(MATRIX);
    void indata(int x)
    {
        for (int i = 0; i < m; i++)
            for (int j = 0; j < n; j++)
                arr[i][j] = x;
    }
    MATRIX()
    {
        indata(0);
    }
    MATRIX(int y)
    {
        indata(y);
    }
    void oudata()
    {
        cout << endl;
        for (int i = 0; i < m; i++)
        {
            for (int j = 0; j < n; j++)
            {
                cout << arr[i][j] << "\t";
            }
            cout << endl;
        }
    }
}
```

```
};  
MATRIX MATRIX :: operator +(MATRIX c1)  
{  
    MATRIX c2;  
    for (int i = 0; i < m; i++)  
        for (int j = 0; j < n; j++)  
            c2.arr[i][j] = arr[i][j] + c1.arr[i][j];  
    return c2;  
}  
int main()  
{  
    MATRIX c1(3), c2(4), c3;  
    c1.odata();  
    c2.odata();  
    c3 = c1 + c2;  
    c3.odata();  
    return 0;  
}
```

## Output 11



```
C:\Windows\system32\cmd.exe  
3      3      3  
3      3      3  
  
4      4      4  
4      4      4  
  
7      7      7  
7      7      7  
Press any key to continue . . .
```