**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.oudata();

c2.oudata();

c3 = c1 + c2;

c3.oudata();

return 0;

}

**Output 11**

