
Deadline Wednesday @ 11:59 PM

Project Name: Matrix

The user will enter matrix and then choose the operation then enter the second one

Example:

First Matrix dimensions:

2 3

Matrix:

1 2 3

4 5 6

operation:

"choose one operation from the following "

1 Add

2 Multiply

3 Subtract

4 Transpose

1

Second Matrix dimensions:

2 3

Matrix:

5 6 7

8 9 0

Note

:

* if Transpose selected there is no second matrix

* if the operation could not be applied on those 2 matrices tell the user "Error"

You have to use pointers (Dynamic allocation) when you create a matrix

Note don't use static arrays as we talked today

Project Name: XO game

Write a C++ program that implements the XO game.

Playing Mode: two players are playing against each other.

The board is represented by a 3x3 2-D array.

The player repeatedly chooses where to place the X or O by entering the xy-coordinates (row number & column number) of the cell on the board.

Finally, the program should display the winner or display TIE if the two players were even.

Other features may be added according to your needs.

Note: You should use system clear screen to clear the screen but be attention when you should put it to avoid errors when you print an output.

Advanced Feature & has a Prize:

Make One player is playing against the computer

OR use mouse to take an input from users

GOOD LUCK