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program matrix;
 type
  colvector = array[1..3] of real;
 matrix = array[1..3, 1..3] of real;
 determinant = array[1..2,1..2] of real;
 matname = string[20];
 var
 det : real;
 current:integer;
 m,n,o,minv : matrix;
 v, xyz : colvector;
 procedure pause;
 var
  c : char;
 begin
 write('Press return key to continue.....');
 readln(c);
 writeln;
 end;
procedure getvector (p:matname; var c:colvector);
 var
  temp : colvector;
  r : integer;
 begin
 writeln(p);
 writeln;
 for r := 1 to 3 do
  begin
    write('Enter vector element no.', r : 1, ' ');
    readln(temp[r])
  end;
 c:= temp
 end;
 procedure printname (n :matname);
begin
 if length(n) = 0 then
  writeln('unnamed')
 else
  writeln(n)
 end;
 procedure printcolvector (s1, s2, s3 :matname ;
         c : colvector);
begin
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writeln;
  writeln(s1, c[1] : 10 : 2);
  writeln(s2, c[2] : 10 : 2);
  writeln(s3, c[3] : 10 : 2);
  writeln;
 end;
 procedure printmatrix (title : matname;
         m : matrix);
  var
   r, c : integer;
 begin
  writeln;
  writeln(title);
  for r := 1 to 3 do
   begin
    write('
                               ');
    for c := 1 to 3 do
     write(m[r, c] : 10 : 2);
    writeln;
   end;
  writeln;
  writeln;
 end;
procedure minor(m:matrix;row,col:integer;var result:determinant);
var r,c:integer;
    dr,dc:integer;
    p:integer;
begin
     p:=2;
     for r:=1 to 3 do
     begin
         for c:=1 to 3 do
         begin
              if (r <> row) and (c <> col) then
              begin
                    p := p+1;
                    dr:=p div 2;
                    dc:=p mod 2;
                    result[dr,dc]:=m[r,c]
              end;
          end;
     end;
end;
function evaldeterminant(d:determinant):real;
begin
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evaldeterminant:=d[1,1]*d[2,2]-d[1,2]*d[2,1]
end;
procedure transpose (old : matrix; var new : matrix);
 var
   r, c : integer;
 begin
 for r := 1 to 3 do
   for c := 1 to 3 do
    new[c, r] := old[r, c];
 end;
 function determ3x3 (m : matrix) : real;
 var
   minors:array [1..3] of determinant;
   d:array[1..3] of real;
   i:integer;
   temp:real;
begin
  for i:=1 to 3 do
      begin
      minor(m,1,i,minors[i]);
      d[i]:= evaldeterminant(minors[i]);
      end;
  temp:=0;
  for i := 1 to 3 do
      begin
      if (odd(i)) then
         temp:=temp+m[1,i]*d[i]
         else
         temp:= temp-m[1,i]*d[i];
      end;
 determ3x3:=temp
 end;
procedure divmat (m : matrix;
         det : real; var result: matrix);
 var
   r, c : integer;
   temp : matrix;
begin
 if det<>0 then
 begin
 for r := 1 to 3 do
   for c := 1 to 3 do
    temp[r, c] := m[r, c] / det;
  result := temp;
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end
 else
writeln('Determinant is Zero. Unable to divide into matrix')
 end;
 procedure getmatrix (p : matname;
         var m : matrix);
 var
   r, c : integer;
 begin
 ClrScr;
 writeln(p);
 writeln;
 for r := 1 to 3 do
   for c := 1 to 3 do
    beain
     write('Enter Row', r : 1, ' Column ', c : 1, '
                                                                        ');
     readln(m[r, c])
    end;
 writeln;
 pause;
 ClrScr;
 end;
procedure getminor (m : matrix; var result:matrix);
 var d:determinant;
      r,c:integer;
begin
  for r := 1 to 3 do
      for c := 1 to 3 do
      begin
           minor(m,r,c,d);
           result[r,c]:=evaldeterminant(d)
      end;
end;
procedure cofactor (var m,n : matrix);
   r, c : integer;
begin
      for r := 1 to 3 do
          for c:= 1 to 3 do
          begin
               if (odd(r+c)) then n[r,c]:=-1*m[r,c]
               else
               n[r,c]:=m[r,c]
          end;
 end;
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procedure mult3x3 (var f,s,q : matrix) ;
 var
  r, c, p : integer;
  sum : real;
  temp : matrix;
begin
 for r := 1 to 3 do
  for c := 1 to 3 do
   begin
    sum := 0;
    for p := 1 to 3 do
     sum := sum + f[r, p] * s[p, c];
    temp[r, c] := sum
   end;
 q := temp;
end;
procedure matxcolvec (m : matrix;
        c : colvector;var result:colvector);
 var
  r : integer;
  temp : colvector;
begin
 for r := 1 to 3 do
  temp[r] := m[r, 1] * c[1] + m[r, 2] * c[2] + m[r, 3] * c[3];
 result := temp
end;
procedure getinverse (m : matrix;
        var inverse : matrix);
 var
  det : real;
  tmp1,tmp2,tmp3: matrix;
begin
 printmatrix('A', m);
 getminor(m,tmp1);
 printmatrix('Minor', tmp1);
 pause;
 cofactor(tmp1,tmp2);
 printmatrix('Cofactor', tmp2);
 pause;
 transpose(tmp2,tmp3);
 printmatrix('Transpose', tmp3);
 pause;
 det := determ3x3(m);
 writeln;
 writeln('Determinant is:', det : 10 : 2);
 if det<>0 then
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divmat(tmp3, det, inverse)
 writeln('No inverse exists for this matrix')
 end;
 procedure menu (var decision : integer);
  option, x : integer;
 begin
 ClrScr;
 writeln('
                                        Menu');
                                        ____ ');
 writeln('
 writeln;
 writeln('Inverse of a matrix
                                                               1');
 writeln('Determinant of a matrix
                                                               2');
 writeln('Multiply two 3x3 Matrices
                                                               3');
 writeln('Solve set of simultaneous Equations
                                                               4');
 writeln('Multiply 3x3 matrix by vector
                                                               5');
 writeln('Quit
                                                               6');
 writeln;
 write('Enter required option....');
  readln(option);
  if (option > 6) then
  menu(x)
  else
  decision := option;
 end;
procedure doit;
var choice:integer;
begin
menu(choice);
 case choice of
 1:
    getmatrix('Enter matrix.....',m);
    aetinverse(m,minv);
    printmatrix('Original Matrix', m);
    printmatrix('Inverse', minv);
    pause;
  end;
  2:
   begin
    getmatrix('Enter matrix.....', m);
    printmatrix('Matrix is: ', m);
    det := determ3x3(m);
    writeln('Determinant is ', det : 1 : 2);
    pause;
   end;
```

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3:
   begin
    getmatrix('Enter first matrix.....', m);
    getmatrix('Enter second matrix....', n);
    mult3x3(m,n,o);
    pause;
    printmatrix('First Matrix', m);
    printmatrix('Second Matrix', n);
    printmatrix('Product is:-', o);
    pause;
   end;
  4:
   begin
    getmatrix('Enter matrix of coefficients....', m);
    getvector('Enter values of RHS of linear equations....',v);
    getinverse(m,minv);
    matxcolvec(minv,v,xyz);
   printcolvector('X = ', 'Y = ', 'Z = ', xyz);
   end;
  5:
   begin
    getmatrix('Enter 3x3 matrix....',m);
    getvector('Enter elements of column vector.....',v);
    matxcolvec(m,v,xyz);
    printcolvector('1st element = ', '2nd element = ', '3rd element = ',
xyz);
    pause;
   end;
  6 :writeln('Bye.....');
 end;
 if choice<>6 then doit
end;
begin
    doit
end.
```