**SOURCE CODE**

**1)**

#include<stdio.h>

#define A11 a[0][0]

#define A12 a[0][1]

#define A21 a[1][0]

#define A22 a[1][1]

#define B11 b[0][0]

#define B12 b[0][1]

#define B21 b[1][0]

#define B22 b[1][1]

#define P ((A11+A22)\*(B11+B22))

#define Q (B11\*(A21+A22))

#define R (A11\*(B12-B22))

#define S (A22\*(B21-B11))

#define T (B22\*(A11+A12))

#define U ((B11+B12)\*(A21-A11))

#define V ((B21+B22)\*(A12-A22))

#define CN count++

int count=0;

int main()

{

int a[2][2],b[2][2],c[2][2],i,j;

printf("ENTER ELEMENTS INTO YOUR FIRST 2x2 MATRIX:\n");

for(i=0;i<2;i++)

for(j=0;j<2;j++)

scanf("%d",&a[i][j]);

printf("ENTER ELEMENTS INTO YOUR SECOND 2x2 MATRIX:\n");

for(i=0;i<2;i++)

for(j=0;j<2;j++)

scanf("%d",&b[i][j]);

count+=7;

c[0][0]=P+S-T+V;CN;

c[0][1]=R+T;CN;

c[1][0]=Q+S;CN;

c[1][1]=P+R-Q+U;CN;

printf("RESULT:\n");

for(i=0;i<2;i++)

{

for(j=0;j<2;j++)

printf("%d ",c[i][j]);

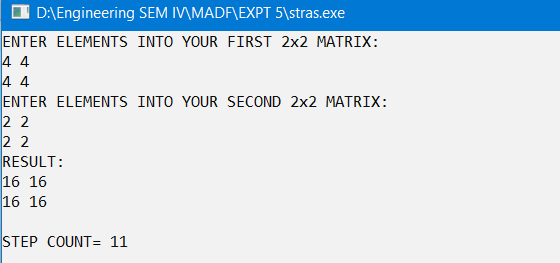
printf("\n");

}

printf("\nSTEP COUNT= %d\n",count);

}

**OUTPUT**

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