OS9-Rastegarmoghadam

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1 UX design is the process of designing (digital or physical) products that are useful, easy to use, and delightful to interact with.
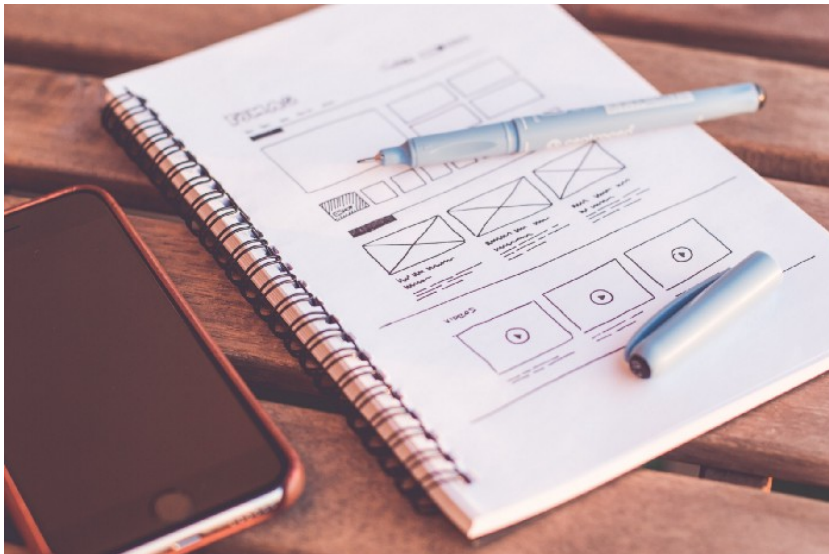
2 wireframe

Table 1: table

1	2	3
4	5	6
7	8	9

3 formulas

$$e = \sum_{n=0}^{\infty} \frac{1}{n!}.$$

4 code(add 2 matrix)

```cpp
#include <iostream>
using namespace std;

int main()
{
    int r, c, a[100][100], b[100][100], sum[100][100], i, j;

    cout << "Enter number of rows (between 1 and 100): ";
    cin >> r;

    cout << "Enter number of columns (between 1 and 100): ";
    cin >> c;

    cout << endl << "Enter elements of 1st matrix: " << endl;

    // Storing elements of first matrix entered by user.
    for(i = 0; i < r; ++i)
        for(j = 0; j < c; ++j)
        {
            cout << "Enter element a" << i + 1 << j + 1 << " : ";
            cin >> a[i][j];
        }
```

```cpp
    // Storing elements of second matrix entered by user.
    cout << endl << "Enter elements of 2nd matrix: " << endl;
    for(i = 0; i < r; ++i)
        for(j = 0; j < c; ++j)
        {
            cout << "Enter element b" << i + 1 << j + 1 << " : ";
            cin >> b[i][j];
        }

    // Adding Two matrices
    for(i = 0; i < r; ++i)
        for(j = 0; j < c; ++j)
            sum[i][j] = a[i][j] + b[i][j];

    // Displaying the resultant sum matrix.
    cout << endl << "Sum of two matrix is: " << endl;
    for(i = 0; i < r; ++i)
        for(j = 0; j < c; ++j)
        {
            cout << sum[i][j] << "   ";
            if(j == c - 1)
                cout << endl;
        }

    return 0;
}
```