Important

There are a few guidelines you must follow in this homework. If you fail to follow any of the following guidelines you will receive a **0** for the entire assignment.

1. All submitted code must compile under **JDK 7**. This includes unused code, don't submit extra files that don't compile. (Java is backwards compatabile so if it compiles under JDK 6 it *should* compile under JDK 7)

2. Don't include any package declarations in your classes.

3. Don't change any *existing* class headers, constructors, or method signatures. (It is fine to add extra methods and classes)

4. If you write extra constructors that are not the ones provided or specified in the assignment we will **not** use them. If your code requires your own personal constructors to be used rather than the provided ones you need to rethink your implementation.

5. Don't import anything that would trivialize the assignment. (e.g. don't import `java.util.LinkedList` for a Linked List assignment. Ask if you are unsure.)

6. You must submit your source code, the `.java` files, not the compiled `.class` files.

After you submit your files redownload them and run them to make sure they are what you intended to submit. We are not responsible if you submit the wrong files.

Assignment

Homework 2 will be our first coding exercise. It is an easier project than the later ones, and serves as a gentle introduction to how future homeworks will run.

We studied arrays in class and discussed the two internal representations, row major and column major. In this homework you will develop a matrix class that can do some simple operations like add and multiply.

You will use a primitive array to simulate operation of a multi-dimensional array. To keep it simple, we will just do two dimensions, but the idea is extensible to more dimensions with a little work.

Provided

The following file(s) have been provided to you.

1. `Matrix.java`

   This is the interface you will implement. All instructions for what the methods should do are in the javadocs.

2. `PrimitiveMatrix.java`

   This is a stubbed out class that implements the Matrix interface. We generally will provide stubbed out classes so that we can specify which constructors you should have.

Deliverables

You must submit all of the following file(s).

1. `PrimmitiveMatrix.java`

You may attach them each individually, or submit them in a zip archive.