

CS 10

Lab #4

First, recall how matrices are multiplied. <http://www.mathsisfun.com/algebra/matrix-multiplying.html>

Now, convert the matrix multiply starting on page 215 of the text to a program that multiplies 4x4 **integer** matrices instead of 32x32 **floating-point** matrices (replace all the floating-point loads, stores, and operations with their integer equivalents, e.g., l.d becomes lw etc.).

Modify your program from two labs ago that reads in a 4x4 integer matrix to allow the user to input two 4x4 matrices by row, then multiply the **integer** matrices and print out the results by row.

You will use this lab as the foundation for the rest of the labs, so be neat.

Submit a well commented working program.