

```
#include <stdio.h>
```

```
#define ROWS 3
```

```
#define COLS 3
```

```
void displayMatrix(int matrix[ROWS][COLS]) {  
    for (int i = 0; i < ROWS; i++) {  
        for (int j = 0; j < COLS; j++) {  
            printf("%d ", matrix[i][j]);  
        }  
        printf("\n");  
    }  
}
```

```
void addMatrices(int matrix1[ROWS][COLS], int  
matrix2[ROWS][COLS], int result[ROWS][COLS]) {  
    for (int i = 0; i < ROWS; i++) {  
        for (int j = 0; j < COLS; j++) {  
            result[i][j] = matrix1[i][j] + matrix2[i][j];  
        }  
    }  
}
```

```
int main() {  
    int matrix1[ROWS][COLS], matrix2[ROWS][COLS],  
    result[ROWS][COLS];
```

```
    printf("Enter values for the first 3x3 matrix:\n");  
    for (int i = 0; i < ROWS; i++) {  
        for (int j = 0; j < COLS; j++) {  
            scanf("%d", &matrix1[i][j]);  
        }  
    }  
}
```

```
printf("Enter values for the second 3x3 matrix:\n");
for (int i = 0; i < ROWS; i++) {
    for (int j = 0; j < COLS; j++) {
        scanf("%d", &matrix2[i][j]);
    }
}

// Calculate the matrix sum
addMatrices(matrix1, matrix2, result);

// Display the matrices and the sum
printf("\nMatrix 1:\n");
displayMatrix(matrix1);

printf("\nMatrix 2:\n");
displayMatrix(matrix2);

printf("\nMatrix Sum:\n");
displayMatrix(result);

return 0;
}
```