

Programming 2 – Laboratory 6

Add missing code to the given class `matrix` in order to run main function's code.

Implement missing methods and operators. Class implement square matrix only. Maximum allowed dimension is: N=10. Consult attached *output.txt* file for expected program output.

Part 1 (2 points)

Implement method `void init(int n)` which check if given `int n` is in $0 < n \leq 10$ and set `n` class member field otherwise the class field should be set to 0.

Implement method `void fill(double d, double [][][N])` which copy to class member array values given in second parameter or if only one parameter is given its value is used to initialize all array elements.

Implement class constructor `matrix(int n=0, double v=0);` which takes as parameters size of matrix and value used to initialize all elements. Constructor must use `init()` and `fill()` methods.

Part 2 (1 point)

Implement operator `()` which takes two parameters (indices of row and column) and refer to matrix element value. Operators should return value of `const` object or allow to change elements value.

Part 3 (2 point)

Implement method `void random(int a, int b)` which set matrix elements with random integer values from given range a,b. Use following `rand` and `rand()` to obtain number from range 0..32767

Implement static method: `matrix eye(int)`, which return a matrix with diagonal values set to 1 and rest elements set to zeros.

Implement method `transpose()` which transpose elements of array.

Implement method `norm()` which calculate norm of matrix given by formula

$$\|A\| = \sqrt{\sum_i \sum_j a_{i,j}^2}$$

Part 4 (2 points)

Implement operators :

- `+` : sum of matrices
- `-` : subtract matrices
- `*` : multiply matrix by matrix

- * : multiply double by matrix
- == : compare two matrices, assume they are equal if corresponding values differences are not greater than eps (define `const double matrix::eps=1e-4;`)

Part 5 (1p)

Implement algorithm of pseudorandom calculation:

$Ak, Ak1, I \in R^{N \times N}$

I – is eye

$$\alpha = \frac{1}{\|A\|^2}$$

$$Ak = \alpha \cdot A^T$$

for i in 1, ... maxIter

$$\left\{ \begin{array}{l} Ak1 = Ak + Ak \cdot (I - A \cdot Ak) \\ \text{if } \|Ak1 - Ak\| < \text{eps, then break;} \\ \quad Ak = Ak1 \end{array} \right.$$

return $Ak1$