

package → Matrix

```
public class Matrix {  
    private int Fila  
    private int Columna  
    private int [][] matriz
```

```
    public void Matrix (int F, int C)
```

```
    {  
        this.Fila = F
```

```
        this.Columna = C
```

```
        this.Matriz = new int [F][C],
```

```
        int matriz [F1][C2] = new int [Fila][Columna]
```

```
        this.Matriz = Data,
```

```
    }
```

```
    public int Buscar Data (int Fila, int Columna) {
```

```
        for (int F = 0; F < Matriz.length; F++) {
```

```
            for (int C = 0; C < Matriz.length; C++) {
```

```
                if (this.Matriz [F][C] == data) {
```

```
                    return Data = Matriz [F][C]
```

```
                }
```

```
            }
```

```
        }
```