1. Design a class called **TwoDimenMatrix** with the following members:
   * 1. Data members
     2. Rows and columns (to store the rows and columns)
     3. A pointer to a pointer (for dynamic memory allocation)
   1. Member functions
      1. Parameterized dynamic *constructor* to create an instance of **TwoDimenMatrix**
      2. *getdata()* to input matrix elements.
      3. *multiply()* to multiply an mxn and nxp matrix.
      4. *display()* to display a matrix.
      5. *destructor* to free dynamically allocated memory.

Test the class **TwoDimenMatrix.**