**matrix1**

*Function of creating matrix of unity elements.*

**Syntax:**

*M* = **matrix1**(*n, m*);

**Arguments:**

*n* – quantity of strings for matrix of unity elements,

*m* – quantity of columns for matrix of unity elements.

**Description:**

*matrix1(n, m)* – function returns matrix of dimensionality n to m, where all the elements equal unity element.

**Result:**

*М* – returnable matrix of unity elements*.*

**Example:**

|  |  |
| --- | --- |
|  | **const** n = 5;  M = **matrix1**(n, 4); |

As a result, variable *M* will be assigned value of array

[

[1, 1, 1, 1],

[1, 1, 1, 1],

[1, 1, 1, 1],

[1, 1, 1, 1],

[1, 1, 1, 1]

],

determining matrix of unity elements, where all the elements equal 1.