**Lab Assignment 4**

1. Write a program in java to calculate the determinant of a 3\*3 matrix.

Example:

1. write a program in java to find the inverse of a matrix.

Example:

1. Write a program to check if a matrix is symmetric or not.

**Algorithm for symmetric matrix:**

* Input the Matrix from the User.
* Find the Transpose of the Matrix.
* If the Input Matrix and its Transpose are same, then the Matrix is Symmetrical.

1. Write a program in java that will use the concept of local and instance variable.
2. Declare four classes to return area and perimeter of circle, square, rectangle and triangle. The required parameter should be taken during runtime.