class: matrix

vector<vector><double>> vect

//constructors
matrix(int);
matrix(int, int);
matrix(vector<double> this_vector_array);

//member functions
void print_matrix();
void set_value(int, int, double);
double get_value(int, int);
void clear();

//overloads
~matrix();
friend ostream& operator<<(ostream&, const matrix&);
friend bool operator==(const matrix&, const matrix&);
friend bool operator!=(const matrix&, const matrix&);
matrix& operator++();
matrix operator++(int);
matrix& operator--();
matrix operator--(int);
friend void mySwap(matrix&, matrix);
matrix& operator=(const matrix&);
matrix& operator+(const matrix&);
matrix& operator-(const matrix&);
matrix& operator+=(const matrix&);
matrix& operator-=(const matrix&);
friend matrix operator*(matrix, const matrix&);
matrix& operator*=(const matrix&);

connectivity_calculations

//calculates importance
matrix& find_importance(matrix &mtx);

//assigns randomness
matrix& assign_randomness(matrix &mtx);

//runs markov process
matrix& markov_process(matrix &mtx);

//does scaled rank division
matrix& scaled_rank(matrix &mtx);

//fully processes a matrix
matrix& conduct_ranking(vector<double> input_vector_array);

← uses

↑ is a

class: connectivity_matrix

//constructors
Connectivity_matrix() : matrix() {};
Connectivity_matrix(int single) : matrix(single) {};
Connectivity_matrix(int twin1, int twin2) : matrix (twin1, twin2) {} ;
Connectivity_matrix(vector<double> thisVectorArray) : matrix (th