

3.2.a:

Our code did not compile because we had unused variables. This was not an easy fix as we didn't know where the code needed to use the variables. We did not write enough to use the variables.

3.2.b:

It had unused variables as an error. It was not able to print anything

3.2.c:

The original code prints a pumpkin. My code barely compiles and assigns constant variables

3.3.a:

Procedure matrixSum(matrix1, matrix2)

 Display "The sum is:"

 For each row from 0 to 1

 Start a new line

 For each column from 0 to 2

 Add the corresponding elements of matrix1 and matrix2

 Display the sum followed by a space

 End for each column

 End for each row

End procedure

Begin Main

 Declare six variables for the first matrix values (v1, v2, v3, v4, v5, v6)

 Display "Enter values for matrix 1, one row at a time:"

 Take input for v1, v2, v3, v4, v5, v6

 Create a 2x3 matrix called matrix1

 Assign v1, v2, v3 to the first row of matrix1

 Assign v4, v5, v6 to the second row of matrix1

 Declare six variables for the second matrix values (v7, v8, v9, v10, v11, v12)

 Display "Enter values for matrix 2, one row at a time:"

 Take input for v7, v8, v9, v10, v11, v12

 Create a 2x3 matrix called matrix2

 Assign v7, v8, v9 to the first row of matrix2

 Assign v10, v11, v12 to the second row of matrix2

 Call the matrixSum procedure, passing matrix1 and matrix2 as arguments

 End the program

End main

3.3.b

Input values for Matrix 1: 1, 2, 3, 4, 5, 6.

Input values for Matrix 2: 7, 8, 9, 10, 11, 12.

Add the corresponding elements of the two matrices:

- Row 1: $(1+7)$, $(2+8)$, $(3+9) \rightarrow 8, 10, 12$
- Row 2: $(4+10)$, $(5+11)$, $(6+12) \rightarrow 14, 16, 18$

The resulting matrix is:

8 10 12

14 16 18

Case 2:

Steps:

1. Input values for Matrix 1: 0, 0, 0, 0, 0, 0.
2. Input values for Matrix 2: 1, 2, 3, 4, 5, 6.
3. Add the corresponding elements of the two matrices:
 - Row 1: $(0+1)$, $(0+2)$, $(0+3) \rightarrow 1, 2, 3$
 - Row 2: $(0+4)$, $(0+5)$, $(0+6) \rightarrow 4, 5, 6$
- 4.

Output:

1 2 3

4 5 6