

#include <iostream>

using namespace std;

float\*\* input\_matrix(int rows, int cols) {

float\*\* matrix = new float\*[rows];

for (int i = 0; i < rows; ++i) {

matrix[i] = new float[cols];s

for (int j = 0; j < cols; ++j) {

float element;

cout << "Enter element [" << i + 1 << "][" << j + 1 << "]: ";

cin >> element;

matrix[i][j] = element;

}

}

return matrix;

}

void release\_matrix(float\*\* matrix, int rows) {

for (int i = 0; i < rows; ++i) {

delete[] matrix[i];

}

delete[] matrix;

}

int main() {

const int ROWS = 9;

const int COLS = 3;

cout << "Enter a matrix of size 9x3:\n";

float\*\* matrix = input\_matrix(ROWS, COLS);

int new\_rows = 0;

for (int i = 0; i < ROWS; ++i) {

bool add\_row = true;

for (int j = 0; j < COLS; ++j) {

if (matrix[i][j] < 50 || matrix[i][j] > 100) {

add\_row = false;

break;

}

}

if (add\_row) {

new\_rows++;

}

}

float\*\* new\_matrix = new float\*[new\_rows];

int current\_row = 0;

for (int i = 0; i < ROWS; ++i) {

bool add\_row = true;

for (int j = 0; j < COLS; ++j) {

if (matrix[i][j] < 50 || matrix[i][j] > 100) {

add\_row = false;

break;

}

}

if (add\_row) {

new\_matrix[current\_row] = new float[COLS];

for (int j = 0; j < COLS; ++j) {

new\_matrix[current\_row][j] = matrix[i][j];

}

current\_row++;

}

}

cout << "New matrix:\n";

for (int i = 0; i < new\_rows; ++i) {

for (int j = 0; j < COLS; ++j) {

cout << new\_matrix[i][j] << " ";

}

cout << "\n";

}

release\_matrix(matrix, ROWS);

release\_matrix(new\_matrix, new\_rows);

return 0;

}



input\_matrix



