#include "Matriz3x3.cpp"

/\* run this program using the console pauser or add your own getch, system("pause") or input loop \*/

int main(int argc, char\*\* argv) {

Matriz3x3 \*a = new Matriz3x3();

int vet[] = {1,2,3,4,5,6,7,8,9};

Matriz3x3 \*b = new Matriz3x3(vet);

Matriz3x3 \*c = new Matriz3x3();

}