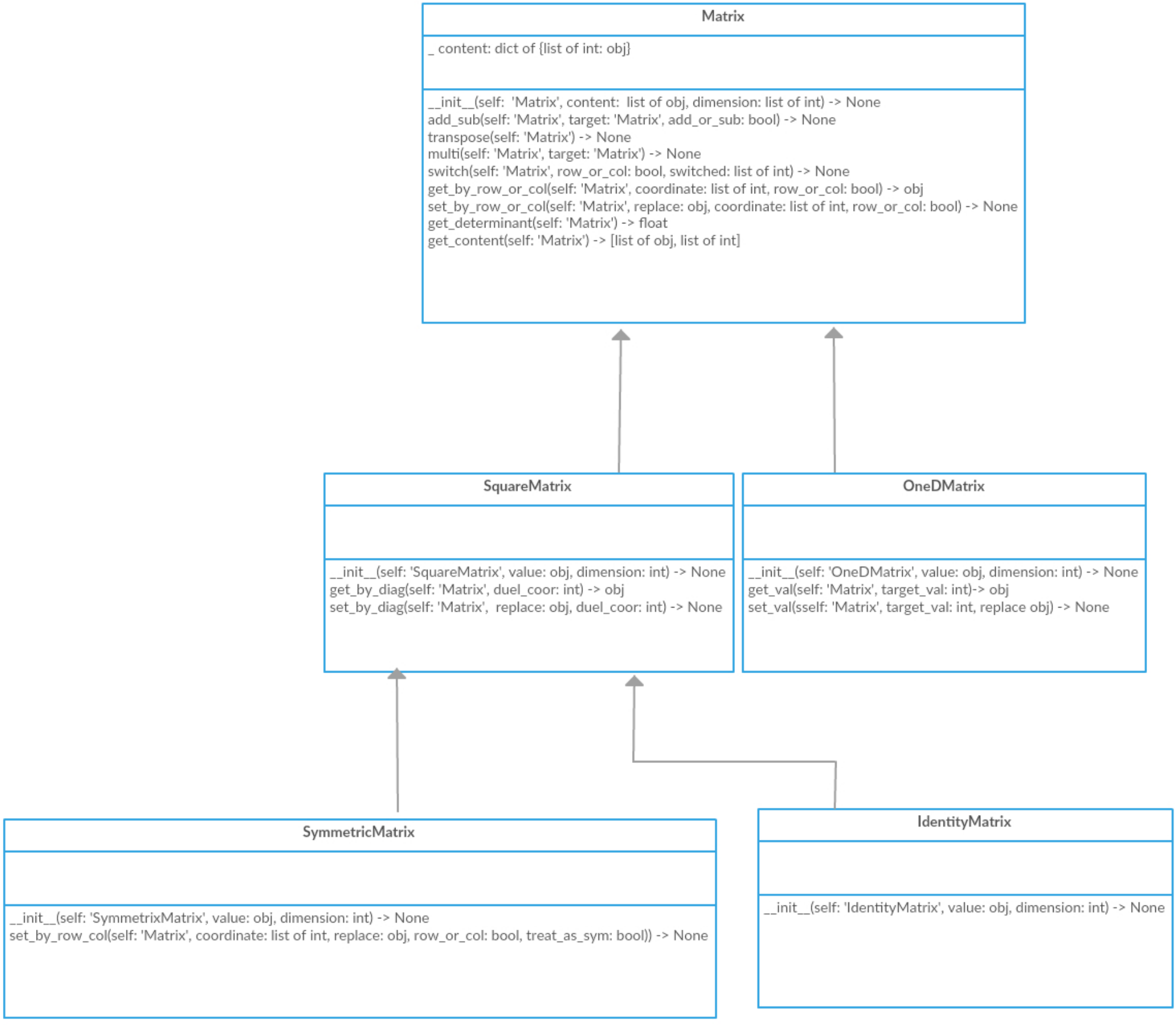
Matrix
_ content: dict of {list of int: obj}
__init__(self: 'Matrix', content: list of obj, dimension: list of int) -> None
add_sub(self: 'Matrix', target: 'Matrix', add_or_sub: bool) -> None
transpose(self: 'Matrix') -> None
multi(self: 'Matrix', target: 'Matrix') -> None
switch(self: 'Matrix', row_or_col: bool, switched: list of int) -> None
get_by_row_or_col(self: 'Matrix', coordinate: list of int, row_or_col: bool) -> obj
set_by_row_or_col(self: 'Matrix', replace: obj, coordinate: list of int, row_or_col: bool) -> None
get_determinant(self: 'Matrix') -> float
get_content(self: 'Matrix') -> [list of obj, list of int]
SquareMatrix
__init__(self: 'SquareMatrix', value: obj, dimension: int) -> None
get_by_diag(self: 'Matrix', duel_coor: int) -> obj
set_by_diag(self: 'Matrix', replace: obj, duel_coor: int) -> None
OneDMatrix
__init__(self: 'OneDMatrix', value: obj, dimension: int) -> None
get_val(self: 'Matrix', target_val: int)-> obj
set_val(sself: 'Matrix', target_val: int, replace obj) -> None
SymmetricMatrix
__init__(self: 'SymmetrixMatrix', value: obj, dimension: int) -> None
set_by_row_col(self: 'Matrix', coordinate: list of int, replace: obj, row_or_col: bool, treat_as_sym: bool)) -> None
IdentityMatrix
__init__(self: 'IdentityMatrix', value: obj, dimension: int) -> None