```
#include<stdio.h>
#include<stdlib.h>
int main(){
int a[10][10],b[10][10],mul[10][10],r,c,i,j,k;
system("cls");
printf("enter the number of row=");
scanf("%d",&r);
printf("enter the number of column=");
scanf("%d",&c);
printf("enter the first matrix element=\n");
for(i=0;i<r;i++)
for(j=0;j<c;j++)
scanf("%d",&a[i][j]);
}
printf("enter the second matrix element=\n");
for(i=0;i<r;i++)
for(j=0;j<c;j++)
scanf("%d",&b[i][j]);
}
}
printf("multiply of the matrix=\n");
for(i=0;i<r;i++)
for(j=0;j<c;j++)
mul[i][j]=0;
for(k=0;k<c;k++)
mul[i][j]+=a[i][k]*b[k][j];
}
}
//for printing result
for(i=0;i<r;i++)
for(j=0;j<c;j++)
printf("%d\t",mul[i][j]);
}
printf("\n");
}
return 0;
}
   touch matrex_c.c
   sudo apt-get install build-essential
   sudo apt install gcc
   gcc -o matrex_c matrex_c.c
   ./matrex_c
   3
   3
```

```
public class Main {
  public static void main(String[] args) {
     Scanner scan= new Scanner(System.in);
    System.out.print("Enter number of row: ");
       int row = scan.nextInt();
    System.out.print("Enter number of column: ");
       int column = scan.nextInt();
     float firstMatrix[][] = new float[row][column],
     secondMatrix[][] = new float[row][column],
     resultMatrix[][] = new float[row][column];
     System.out.println("Enter first matrix:");
     for(int i=0;i<row;i++) {</pre>
       for(int j=0;j<column;j++) {</pre>
         firstMatrix[i][j]=scan.nextFloat();
    }
     System.out.println("Enter second matrix:");
     for(int i=0;i<row;i++) {</pre>
       for(int j=0;j<column;j++) {</pre>
         secondMatrix[i][j]=scan.nextFloat();
    }
    for (int i = 0; i < row; i++) {
       for (int j = 0; j < column; j++) {
         for (int k = 0; k < row; k++)
           resultMatrix[i][j] += firstMatrix[i][k] * secondMatrix[k][j];
       }
    }
     for (int i = 0; i < row; i++) {
       for (int j = 0; j < column; j++)
         System.out.print(resultMatrix[i][j] + " ");
       System.out.println();
  }
sudo apt-get install openjdk-8-jre
У
sudo apt-get install openjdk-8-jdk
У
javac -version
touch Main.java
javac Main.java
java Main
3
3
```

import java.util.Scanner;