

User Manual

Group Members -

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All are in group one 1 and slot 11.

The Matrix

1 .The program is divided into three parts-

a. It deals with basic matrix operations like matrix addition, multiplication and finding determinant and inverse of the matrix .

b. It deals with matrices and its applications like solving linear simultaneous equation, best fit line and eigen values of matrices.

c. The third part of the program is a game in which a 3X3 matrix pops out on the screen and there are nine black points

which turns red one by one randomly and we have to click on that point within one second. If you are late or you click somewhere

else then you are out.

2. To do any operation , just run the program and follow the instructions on the screen and enter the required choice that you want to perform the desired operation.

3. If you wish to choose the first two parts of the program then you will be asked to enter the order of matrix and then its value.

4. The program will then automatically go into respective functions and perform the required operation producing the desired output.

5 .If any invalid choices are entered the program quits automatically.

6 .If you want to play the game , you can choose it from the options.