

**/\*program to find sum of two matrices of  
order 3\*/**

**#include<stdio.h>**

**#include<conio.h>**

**void readmat(int a[3][3]);**

**void displaymat(int a[3][3]);**

**void addmat(int a[3][3], int b[3][3], int c[3][3]);**

## Main Function

```
void main()
{
    int a[3][3], b[3][3], c[3][3];
    printf("\nEnter elements for Matrix a:");
    readmat(a);
    printf("\nEnter elements for Matrix b:");
    readmat(b);
    addmat(a,b,c);
    displaymat(a); displaymat(b); displaymat(c);
}
```

**/\*function to read a matrix\*/**

```
void readmat(int a[3][3])
```

```
{
```

```
    for(int i=0; i<3; i++){
```

```
        printf("\n Row number %d", i+1);
```

```
        for(j=0; j<3; j++){
```

```
            printf("\nEnter a number for Col no %d:", j+1);
```

```
            scanf("%d", &a[i][j]);
```

```
        }}}}
```

**/\*function to print a matrix\*/**

```
void displaymat(int a[3][3])
{
for(int i=0; i<3; i++)
{
    printf("\n");
    for(j=0; j<3; j++)
    {
        printf("%d ", a[i][j]);
    }
}}
```

# **/\*function to add two matrices\*/**

```
void addmat(int a[3][3], int b[3][3], int c[3][3])
{
for(int i=0; i<3; i++)
{
    for(j=0; j<3; j++)
    {
        c[i][j] = a[i][j] + b[i][j];
    }
}
}
```

input	output
A= 1 2 3 4 5 6 3 2 1	C= 5 7 9 6 8 7 9 7 5
B= 4 5 6 2 3 1 6 5 4	