

## **THE PROGRAM**

This program takes two 3 by 3 matrices, each element should be a single positive integer .It multiplies the first matrix with the second matrix and outputs the result. We can continue to multiply and exit at any time.

## **INPUT CONSIDERATIONS**

- Input should be within three rows after the prompt and three leftmost alternate columns.
- You can position the cursor anywhere on the entire page using arrow keys.
- Input the elements by moving cursor to the correct position and punching the number.
- If you try to input the element at wrong position, program will produce a beep and the number would not be displayed.
- You can input the elements in any order you like.
- If you input a wrong /invalid element, just move the cursor to that position and enter the correct number. It will overwrite previous number.
- Don't use numeric keypad, as pin number (8,4,6,2) have the same scan code as the arrow keys and it will move the cursor instead of displaying the number.
- When you have punched all the elements press ENTER. Don't press ENTER before this.

## **ALGORITHM**