

```
1 //-----
2 #ifndef MaticaOdblnzikovaH
3 #define MaticaOdblnzikovaH
4 //-----
5 #define MAXLINE 255
6 #define MAXPOCET 20
7
8 class TMaticaOdblnzikova
9 {
10 protected:
11     unsigned PocetRiadkov, PocetStlpcov;
12     float Matica[MAXPOCET][MAXPOCET];
13 public:
14     // Kontruktor
15     TMaticaOdblnzikova();
16     // Kopirovaci konstruktor
17     TMaticaOdblnzikova(TMaticaOdblnzikova&);
18     // Destruktor
19     ~TMaticaOdblnzikova();
20     // Operator priradenia
21     TMaticaOdblnzikova& operator=(const TMaticaOdblnzikova&);
22
23     friend const TMaticaOdblnzikova operator+(const TMaticaOdblnzikova&,
24         const TMaticaOdblnzikova&);
25     friend const TMaticaOdblnzikova operator*(const TMaticaOdblnzikova&,
26         const TMaticaOdblnzikova&);
27
28     friend istream& operator>>(istream&, TMaticaOdblnzikova&);
29     friend ostream& operator<<(ostream&, TMaticaOdblnzikova&);
30
31     unsigned getPocetRiadkov() const { return PocetRiadkov; };
32     unsigned getPocetStlpcov() const { return PocetStlpcov; };
33     float getPrvokMatice(const unsigned i, const unsigned j) const
34         { return Matica[i][j]; };
35 };
36
37 struct my_class { void my_getch() const; };
38 //-----
39 #endif
```