

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