

```
#include <stdio.h>
```

```
#include <time.h>
```

```
double time1, time2, timedif1, timedif2;
```

```
int main (void)
```

```
{
```

```
    int i, j, k, p, tr;
```

```
    clock_t time1, time2;
```

```
    int A[3][3] = {{4,1,5},
```

```
                  {3,-2,1},
```

```
                  {-4, 3,-1}};
```

```
    int B[3][3] = {{1, -4, 5},
```

```
                  {3, 2, 0},
```

```
                  {-2, -3, 2}};
```

```
    int C[3][3] = {{0, 0, 0},
```

```
                  {0, 0, 0},
```

```
                  {0, 0, 0}};
```

```
/* Compute matrix multiplication c=a*b */
```

```
    time1 = (double) clock();      /* get initial time */
```

```
    time1 = time1 / CLOCKS_PER_SEC;
```

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

```
        {
```

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

```
            {
```

```
                C[i][j]=0;
```

```
                for (k=0; k<3; k++)
```

```
                {
```

```
                    C[i][j]=C[i][j]+A[i][k]*B[k][j];
```

```
                }
```

```
            }
```

```
        }
```

```
    for(p=1; p<1000; p++)
```

```
    {
```

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

```
        {
```

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

```

        printf(" %2d ", C[i][j]);
        printf(" \n ");
    }
}

```

```

timedif1 = ( ((double) clock()) / CLOCKS_PER_SEC) - time1;

```

```

printf("\n\n%d %d \n", (double) time1, (double)timedif1 );
printf("The elapsed time in multiplication of matrix is %f seconds\n", timedif1);

```

```

/* Compute the trace of c, tr(c)=sum(diag(c)) */

```

```

time2 = (double) clock();
time2 = time2 / CLOCKS_PER_SEC;

```

```

tr=0;

```

```

for (i=0; i<3; i++)

```

```

tr=tr+C[i][i];

```

```

/* Print result */

```

```

printf("\nThe trace of a*b is %d\n",tr);

```

```

timedif2 = ( ((double) clock()) / CLOCKS_PER_SEC) - time2;

```

```

printf("\n\n%d %d \n", (double) time2, (double)timedif2 );
printf("The elapsed time in multiplication of matrix is %f seconds\n", timedif2);

```

```

return 0;

```

```

}

```