

//UWAGA: Testowane na Qt Creator 4.2.1 based on Qt 5.8.0

```
#include <QCoreApplication>
#include <QtCore/QCoreApplication>
#include <QDebug>
#include <QString>
#include <QFile>
#include <QImage>
#include <QColor>
#include "qpainter.h"
#include <QPainter>
#include <QPixmap>

#include <iostream>
#include <sstream>

#include <QApplication>

#include "iostream"

#include <armadillo>

using namespace arma;

int main(int argc, char *argv[])
{
    QCoreApplication a(argc, argv);

    mat A(4,4);
    mat B(4,4);

    for ( int i =0; i <4; i++)
    for ( int j =0; j <4; j++)
    {
        A(i,j)=i+j+1;
        B(i,j)=i*j +1;
    }

    mat C = A * B; // = A*B;
    qDebug ( ) << "C=A*B=" ;

    for ( int i =0; i <4; i++)
    {
        QString wiersz="";
        for ( int j =0; j <4; j++)
            {wiersz = wiersz+QString::number(C(i,j))+ " " ; }
        qDebug()<<wiersz ;
    }
}
```

```
    return a.exec();  
}
```