1. Write a program that pits the user against the computer in a game of tic-tac-toe. Use characters in the ASCII table to neatly display the progress of the game. The program should display a message to the user when the game wins announcing the winner or a tie. Use the srand and rand functions from stdlib.h to generate each of the computer's moves. You may use a system("CLS") command from stdlib.h to clear the screen between each move. You must use the matrix class rather than built-in C++ two-dimensional arrays. Also, the program should be sufficiently modularized.

2. Write a program that implements two square (number of rows = number of columns) mathematical matrices as apmatrix objects and provides a menu to the user allowing him to choose one of the mathematical operations add or subtract. Display the output to the screen as neatly as you can. To add or subtract to matrices you simply add or subtract their individual elements.

The input will consist of two matrices which the user should type in response to prompts. Assume that the input consists of integers in the range 0 to 99. The program should be sufficiently modularized.