

Assume that you have a `Matrix` class that represents mathematical matrices using a two-dimensional array. The `Matrix` class `okSize` method determines whether or not the matrices represented by two `Matrix` objects can be multiplied based on their number of rows and columns. This method could be used in the `Matrix` class to create a `Matrix` object from the product of two `Matrix` object parameters.

```
public void multiply(Matrix m1, Matrix m2)
{
    if (okSize(m1, m2))
    {
        for (int r = 0; r < numRows; r++)
        {
            for (int c = 0; c < numCols; c++)
            {
                int temp = 0;

                for (int k = 0; k < m1.numCols; k++)
                {
                    temp += m1.twoD[r][k] * m2.twoD[k][c];
                }

                twoD[r][c] = temp;
            }
        }
    }
}
```