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#include <conio.h>
#include <Libra.h> // C and C++ API for compute devices. (CPUs, GPUs...)

int main(int argc, char** argv)
{
    if (libra_Init(argc, argv) != 0)
        return 1;

    // Create a 8x8 matrix initialized to random values [0,1]. (float is default data type).
    gVar A = rand(8);

    // Print matrix A.
    A.print();

    // Compute matrix transpose. (gpu is default compute device).
    gVar B = transpose(A);

    // Print matrix B.
    B.print();

    libra_Shutdown();

    printf("\nPress a key to exit...\n");
    _getch();

    return 0;
}
```