```cpp
//C++ program to define a class to represent a Matrix.
//Write constructor to initialize all matrix values to 0.
//Include member functions to perform the following tasks:
//1. To read the Matrix
//2. To display the Matrix
//3. To add two matrix.
//4. Subtract one matrix from other
//5. Matrix Multiplication

#include <iostream>
using namespace std;
class matrix
{
    public:
        int a[3][3], b[3][3],result[3][3];
        matrix();//constructor declaration
        void read (int [][3]);
        void disp (int [][3]);
        void add ();
        void sub ();
        void multi ();
};
matrix::matrix() //constructor definition
{
    for(int i=0;i<3;i++)
    {
        for(int j=0;j<3;j++) // initialization of matrices
    {
        a[i][j]=0;
        b[i][j]=0;
        result[i][j]=0;
    }
    }
}
void matrix::read (int x[3][3])
{
    for(int i=0;i<3;i++)
        for(int j=0;j<3;j++) // reading the matrix
            cin>>x[i][j];
}

void matrix::disp (int x[3][3])
{
    for(int i=0;i<3;i++)
     {
        for(int j=0;j<3;j++) // displaying the matrix
            cout<<x[i][j]<<"\t";
        cout<<endl;
     }
}
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void matrix::add()
{
    for(int i=0;i<3;i++)
     {
         for(int j=0;j<3;j++) // Addition the matrices
             result[i][j]=a[i][j]+b[i][j];
    }
    cout<<"\nAddition of entered matrices is: "<<endl;
    disp(result);
}

void matrix::sub()
{
    for(int i=0;i<3;i++)
     {
         for(int j=0;j<3;j++) // Subtraction the matrices
             result[i][j]=a[i][j] - b[i][j];
    }
    cout<<"\nSubtraction of entered matrices is: "<<endl;
    disp(result);
}

void matrix::multi()
{
    for(int i=0;i<3;i++)
    {
        for(int j=0;j<3;j++) // initialization of result matrix
    {
        result[i][j]=0;
    }
    }

for(int i = 0; i < 3; ++i) //Multiplication of matrices
        {
                for(int j = 0; j < 3; ++j)
                {
                        for(int k=0; k<3; ++k)
                        {
                                result[i][j] += a[i][k] * b[k][j];
                        }
                }
        }
    cout<<"\nMultiplication of entered matrices is: "<<endl;
    disp(result);
}

int main()
{
    matrix m; //object of the class created
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    cout<<"\nInitialized matrix a is: "<<endl;
    m.disp(m.a);
    cout<<"\nInitialized matrix b is: "<<endl;
     m.disp(m.b);
     cout<<"\nInitialized matrix result is: "<<endl;
      m.disp(m.result);

   //read first matrix
   cout<<"\nEnter first matrix: "<<endl;
   m.read(m.a);
   //display first matrix
    cout<<"\nEntered matrix a is: "<<endl;
    m.disp(m.a);

    //read second matrix
   cout<<"\nEnter second matrix: "<<endl;
   m.read(m.b);
   //display second matrix
    cout<<"\nEntered matrix b is: "<<endl;
    m.disp(m.b);

    //Addition of matrices
    m.add();

    //Subtraction of matrices
    m.sub();

    //Multiplication of matrices
    m.multi();
    return 0;
}
/*
Initialized matrix a is:
0     0     0
0     0     0
0     0     0

Initialized matrix b is:
0     0     0
0     0     0
0     0     0

Initialized matrix result is:
0     0     0
0     0     0
0     0     0

Enter first matrix:
1 1 1
```

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1 1 1
1 1 1

Entered matrix a is:
1       1       1
1       1       1
1       1       1

Enter second matrix:
4 4 4
4 4 4
4 4 4

Entered matrix b is:
4       4       4
4       4       4
4       4       4

Addition of entered matrices is:
5       5       5
5       5       5
5       5       5

Subtraction of entered matrices is:
-3      -3      -3
-3      -3      -3
-3      -3      -3

Multiplication of entered matrices is:
12      12      12
12      12      12
12      12      12
*/
```