## Rotate Matrix By 90° (clockwise)

Exam	nla	. 1.
LAGIII	PIE	

1	2	3	7	4	1
4	5	6	8	5	2
7	8	9	9	6	3

Input: matrix = [[1,2,3],[4,5,6],[7,8,9]]
Output: [[7,4,1],[8,5,2],[9,6,3]]

Example 2:

5	1	9	11		15	13	2	5
2	4	8	10		14	3	4	1
13	3	6	7		12	6	8	9
15	14	12	16		16	7	10	11

Input: matrix = [[5,1,9,11],[2,4,8,10],[13,3,6,7],[15,14,12,16]]
Output: [[15,13,2,5],[14,3,4,1],[12,6,8,9],[16,7,10,11]]

## \* Pre-requisites

D'Inorder to do this, first learn

Transpose Matrix
$$(0,2)$$

$$10 20 30 40 0 10 50 90 130$$

$$1 50 60 40 80 20 60 100 140  $3(1/3)$$$

$$(2,0) 2 90 100 110 120 20 70 110 150$$

$$1 720 140 150 160 40 60 120 160$$

Observation

\* We need to iterate only half triangle (Either lower triangle or )

Upper triangle

\* if we travel shote matrix

"If you are at some  $(x,y) \rightarrow you do transpose and if twons out to be <math>(y,x)$ 

\* And again if you aree out (y, x) -> you Swap right, it you from whole array

this becomes (x,x) again

\* So, tocarel only one half

```
public void transpose(int[][] arr){
    int n = arr.length;
    for(int i = 0;i<n;i++){
        for(int j = 0;j<i;j++){
            int temp = arr[i][j];
            arr[i][j] = arr[j][i];
            arr[j][i] = temp;
    }
}</pre>
```

## Rotate Matrix By 90'

Input								Outpu	ł
10	20	30	YD		120	90	50	10	
50	60	70	80		140	100	60	20	
910	0 وا	11D	120		150	llo	70	30	
120	Mo	ISD	160		160	120	80	40	



\* So, inorder to sotate this matrix by 90° (clockwise)

-> we need to transpose first -> then reverse (each row)

```
public void reverse(int[][] arr){

int n = arr.length;

for(int i = 0;i<n;i++){

for(int j = 0;j<n/2;j++){

int temp = arr[i][j];

arr[i][n-j-1] = temp;

}

(1, 2, 3, 4)

(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 2, 3, 4)
(1, 3, 4, 4)
(1, 3, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
(1, 4, 4, 4)
```