#include <stdio.h>

int main()

{

int a[10][10], transpose[10][10], r, c, i, j;

printf("Enter rows and columns of matrix: ");

scanf("%d %d", &r, &c);

// Storing elements of the matrix

printf("\nEnter elements of matrix:\n");

for(i=0; i<r; ++i)

for(j=0; j<c; ++j)

{

printf("Enter element a%d%d: ",i+1, j+1);

scanf("%d", &a[i][j]);

}

// Displaying the matrix a[][] \*/

printf("\nEntered Matrix: \n");

for(i=0; i<r; ++i)

for(j=0; j<c; ++j)

{

printf("%d ", a[i][j]);

if (j == c-1)

printf("\n\n");

}

// Finding the transpose of matrix a

for(i=0; i<r; ++i)

for(j=0; j<c; ++j)

{

transpose[j][i] = a[i][j];

}

// Displaying the transpose of matrix a

printf("\nTranspose of Matrix:\n");

for(i=0; i<c; ++i)

for(j=0; j<r; ++j)

{

printf("%d ",transpose[i][j]);

if(j==r-1)

printf("\n\n");

}

return 0;

}