电视游戏的萤幕截图

描述已自动生成

#include <cstdio>

#include <iostream>

int main() {

char c;

int line = 0;

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

char \*\*cc = new char\*[line];

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

cc[i] = new char[line];

for (int j = 0; j < line; j++) {

char gc = 0;

scanf("%c", &gc);

if (gc == '\n') {

j--;

continue;

}

cc[i][j] = gc;

}

}

char \*\*reversed = new char\*[line];

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

reversed[i] = new char[line];

}

for (int i = line - 1, i0 = 0; i >= 0; i--, i0++) {

for (int j = line - 1, j0 = 0; j >= 0; j--, j0++) {

reversed[i0][j0] = cc[i][j];

}

}

bool bydl = true;

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

for (int j = 0; j < line; j++) {

if (reversed[i][j] != cc[i][j]) {

bydl = false;

}

}

}

if (bydl)

printf("bu yong dao le\n");

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

for (int j = 0; j < line; j++) {

putchar(reversed[i][j] == ' ' ? ' ' : c);

}

if (i != line - 1) {

putchar('\n');

}

}

delete[] reversed;

delete[] cc;

return 0;

}