

048. Rotate Image

048 Rotate Image

- array
- **Onion-rotate**

Description

You are given an $n \times n$ 2D matrix representing an image.

Rotate the image by 90 degrees (clockwise).

Note:

You have to rotate the image **in-place**, which means you have to modify the input 2D matrix directly. **DO NOT** allocate another 2D matrix and do the rotation.

Example 1:

```
Given input matrix =  
[  
  [1,2,3],  
  [4,5,6],  
  [7,8,9]  
],  
  
rotate the input matrix in-place such that it becomes:  
[  
  [7,4,1],  
  [8,5,2],  
  [9,6,3]  
]
```

Example 2:

```
Given input matrix =  
[  
  [ 5, 1, 9,11],  
  [ 2, 4, 8,10],  
  [13, 3, 6, 7],  
  [15,14,12,16]  
],  
  
rotate the input matrix in-place such that it becomes:  
[  
  [15,13, 2, 5],  
  [14, 3, 4, 1],  
  [12, 6, 8, 9],  
  [16, 7,10,11]  
]
```

1. Thought line



2. Onion-rotate

```

1 class Solution {
2 public:
3     void rotate(vector<vector<int>> &matrix) {
4         int start = 0, end = matrix.size()-1;
5         while(start < end) {
6             for(int i=start; i<end; i++) { // rotate a layer
7                 int offset = i - start;
8                 int temp = matrix[start][i];
9                 matrix[start][i] = matrix[end-offset][start];
10                matrix[end-offset][start] = matrix[end][end-offset];
11                matrix[end][end-offset] = matrix[start+offset][end];
12                matrix[start+offset][end] = temp;
13            }
14            start++;
15            end--;
16        }
17    }
18 };

```