Wave Traversal :→ Column Increase
column ~~Row~~ decrease
0, 2 → column Increase
1, 3 → ~~Row~~ column Decrease

```
for(int j=0 ; j=arr[0].Length ; j++) {
    if(j % 2==0 ) {
        for(int i=0; i < arr.Length; i++){
            Console.WriteLine(arr[i,j]
        }
    } else {
        for(int i=arr.Length-1; i>=0 ; i--){
            Console.WriteLine(arr[i,j];
        }
    }
```

0th column ⇒ row increasing
1th column ⇒ row decreasing
2th column ⇒ row increasing
3rd column ⇒ row decreasing
even columns ⇒ Increase row ⇒ 0 to arr.Length-1
odd columns ⇒ Decrease row ⇒ arr.Length-1 to 0

IN C# arr.GetLength(0) gives row Length
and arr.GetLength(1) gives column Length.