

```

1  #include <iostream>
2  #include <stdio.h>
3
4  void Transponer2D (int *pT, int xT, int yT)
5  {
6      int Q[xT][yT], *pQ;
7      pQ=&Q[0][0];
8
9      for (int i=0; i<xT; i++)
10     {
11         for (int j=0; j<yT; j++)
12         {
13             *(pQ+i*yT+j)=*(pT+i*yT+j);
14         }
15     }
16
17     for (int i=0; i<xT; i++)
18     {
19         for (int j=0; j<yT; j++)
20         {
21             *(pT+i*yT+j)=*(pQ+j*yT+i);
22         }
23     }
24 }
25
26 void Mostrar2D (int *pM, int xM, int yM)
27 {
28     for (int i=0; i<xM; i++)
29     {
30         for (int j=0; j<yM; j++)
31         {
32             printf("%3i ",*(pM+i*yM+j));
33         }
34         printf("\n");
35     }
36     printf("\n");
37 }
38
39
40 main (void)
41 {
42     int X=8, Y=8;
43     int A[X][Y], *pA;
44
45     for (int i=0;i<X;i++) A[i][0]=1,A[i][1]=2,A[i][2]=3,A[i][3]=4,A[i][4]=5,A[i][5]=6,A[i][6]=7,A[i][7]=8 ;
46
47     pA=&A[0][0];
48
49     Mostrar2D (pA, X, Y);
50     Transponer2D (pA, X, Y);
51     Mostrar2D (pA, X, Y);
52
53 }

```