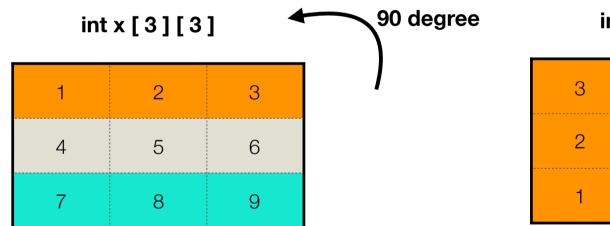
- Rotate by 90 degree
- Given a square matrix of size N*N.
- N → Number of Row and column
- Rotate it by 90 degrees in anti-clockwise

int x [3][3]

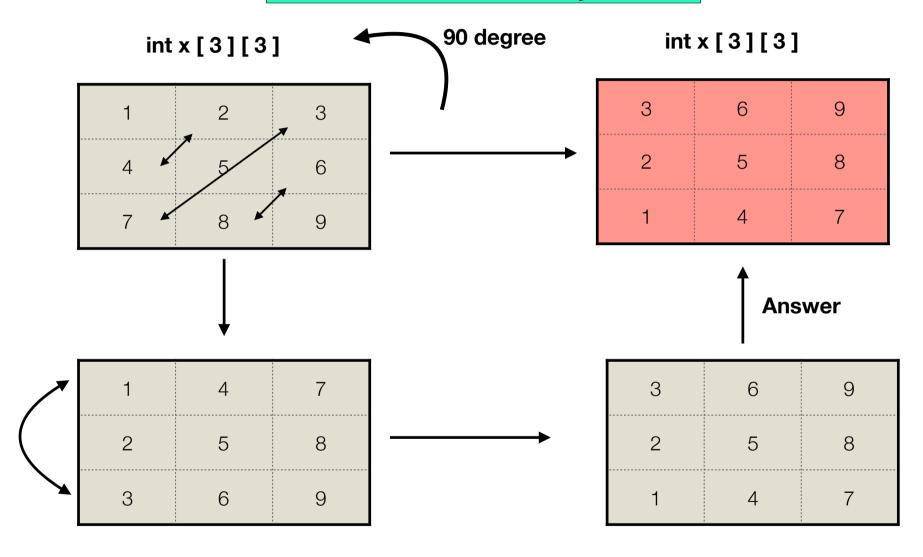
1	2	3
4	5	6
7	8	9

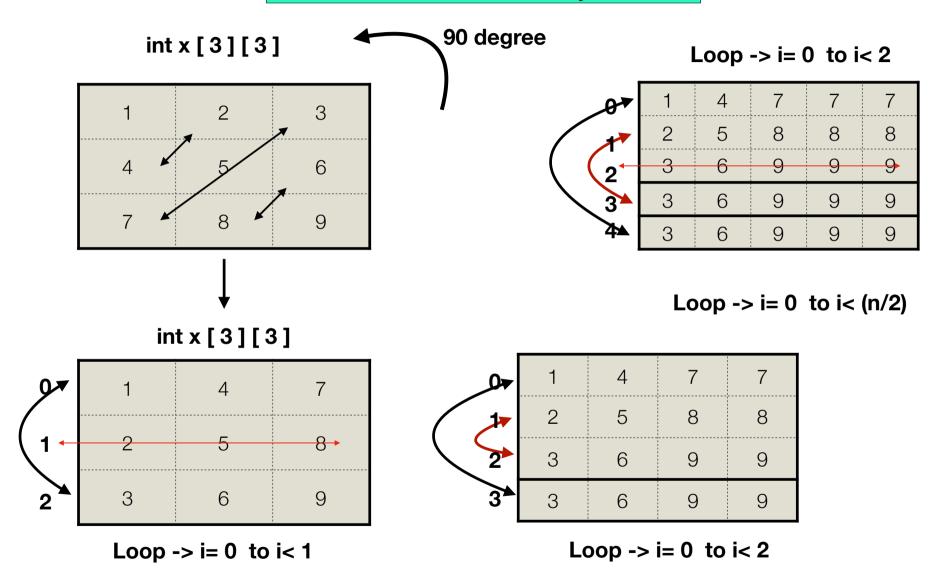
- Rotate by 90 degree
- Given a square matrix of size N*N.
- N → Number of Row and column
- Rotate it by 90 degrees in anti-clockwise



int x	[3]	[3]
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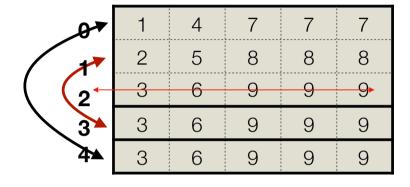
3	6	9
2	5	8
1	4	7





}

Loop \rightarrow i= 0 to i< 2



0 -> 1