DATE:06/02/2024

PROGRAM-2

LAB-3

AIM:-WRITE A PROGRAM TO REVERSE A 2*2 MATRIX.

CODE:

```
import java.util.Scanner;
 class lab3_2 {
   Scanner sc= new Scanner(System.in);
   int a[][]= new int[2][2];
   void dev(){
   System.out.println("the enter element in matrix ");
   for(int i=0;i<2;i++){
      for(int j=0;j<2;j++){
           a[i][j]=sc.nextInt();
      }
   }
   int b[][]=new int[2][2];
   for(int i=0;i<2;i++){
      for(int j=0;j<2;j++){
         b[i][j]=a[i][j];
      }
   }
   for(int i=0;i<2;i++){
      for(int j=0;j<2;j++){
         if(i==0&&j==0){
            a[i][j]=a[i+1][j+1];
         }
```

```
            else if(i==0&&j==1){
                a[i][j]=a[j][i];
            }
            else if(i==1&&j==0){
                a[i][j]=b[j][i];
            }
            else if(i==1&j==1){
                a[i][j]=b[i-1][j-1];
            }
        }
    }
    System.out.println("the matrix after revrse ");
    for(int i=0;i<2;i++){
        for(int j=0;j<2;j++){
            System.out.print(a[i][j]);
            System.out.print(" ");
        }
        System.out.println();
    }
}
}
class main{
    public static void main(String[] args){
        lab3_2 c= new lab3_2();
        c.dev();
    }
}
```

OUTPUT:

```
java -cp /tmp/UEghjsDcyg main
the enter element in matrix
1 2
3 4
the matrix after revrse
4 3
2 1
```