

Orbit 0

1	2	3	4	5	6	7
8	9	10	1	2	3	4
10	11	12	13	14	15	16
0	9	8	7	6	5	4
2	4	6	8	10	9	8
4	8	0	9	5	7	3
7	6	8	2	1	0	6

Orbit 1

1	2	3	4	5	6	7
8	9	10	1	2	3	4
10	11	12	13	14	15	16
0	9	8	7	6	5	4
2	4	6	8	10	9	8
4	8	0	9	5	7	3
7	6	8	2	1	0	6

Orbit 2

1	2	3	4	5	6	7
8	9	10	1	2	3	4
10	11	12	13	14	15	16
0	9	8	7	6	5	4
2	4	6	8	10	9	8
4	8	0	9	5	7	3
7	6	8	2	1	0	6

The pictures above show the orbits in a 7 X 7 square array.

I want you to write a program that will ask the user to input an orbit number, n , and a rotation number. If the rotation number is positive you will rotate the chosen orbit n places clockwise, if it is negative you will rotate that orbit n places anti-clockwise.

I would suggest that you hard code the array contents into your program so you don't have to input them each time you run the program.

Your program should show the array before and after the rotations have been done.

We will set a deadline for Friday 9th June 2023.

I will open Brightspace for submissions later this week.