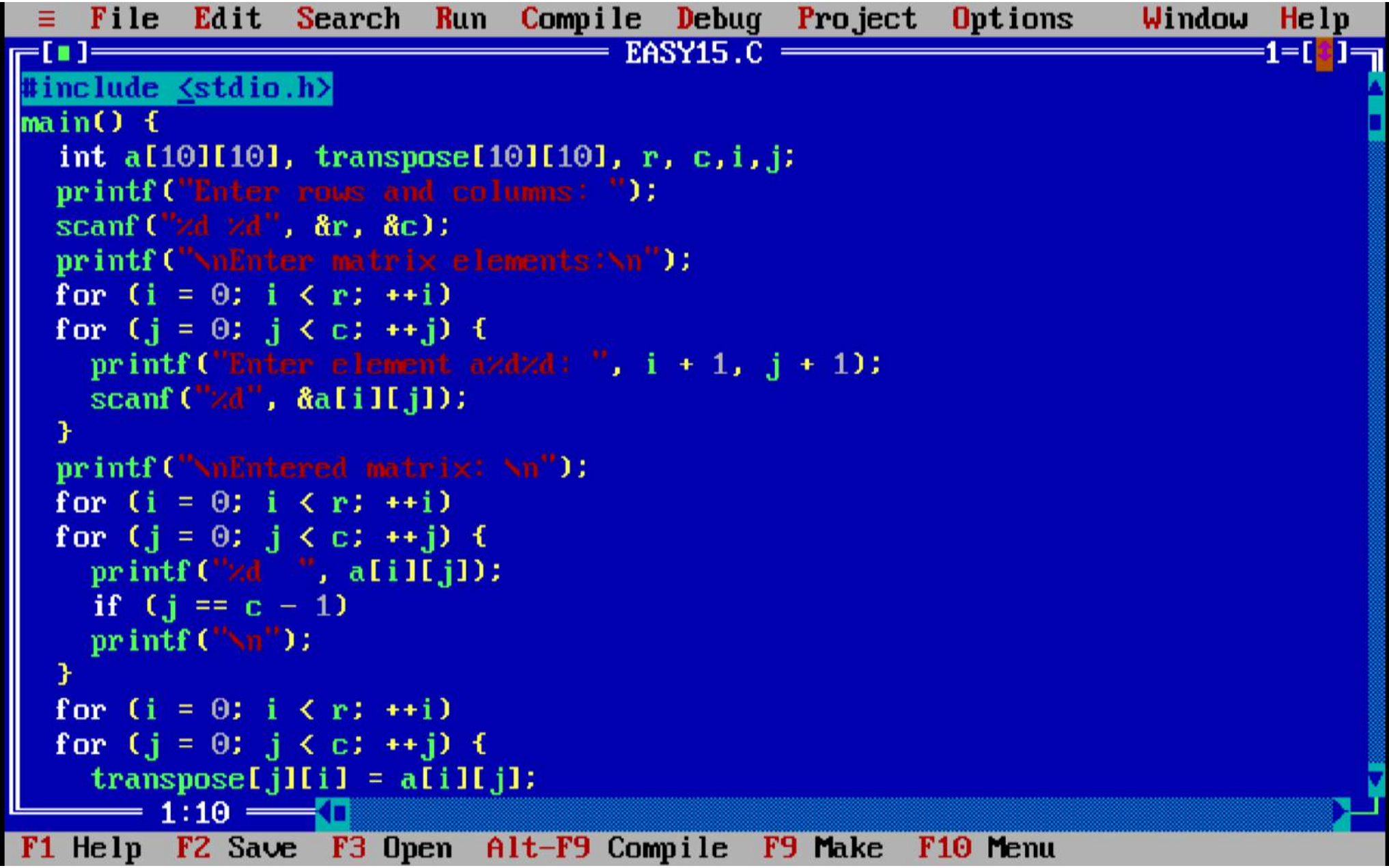
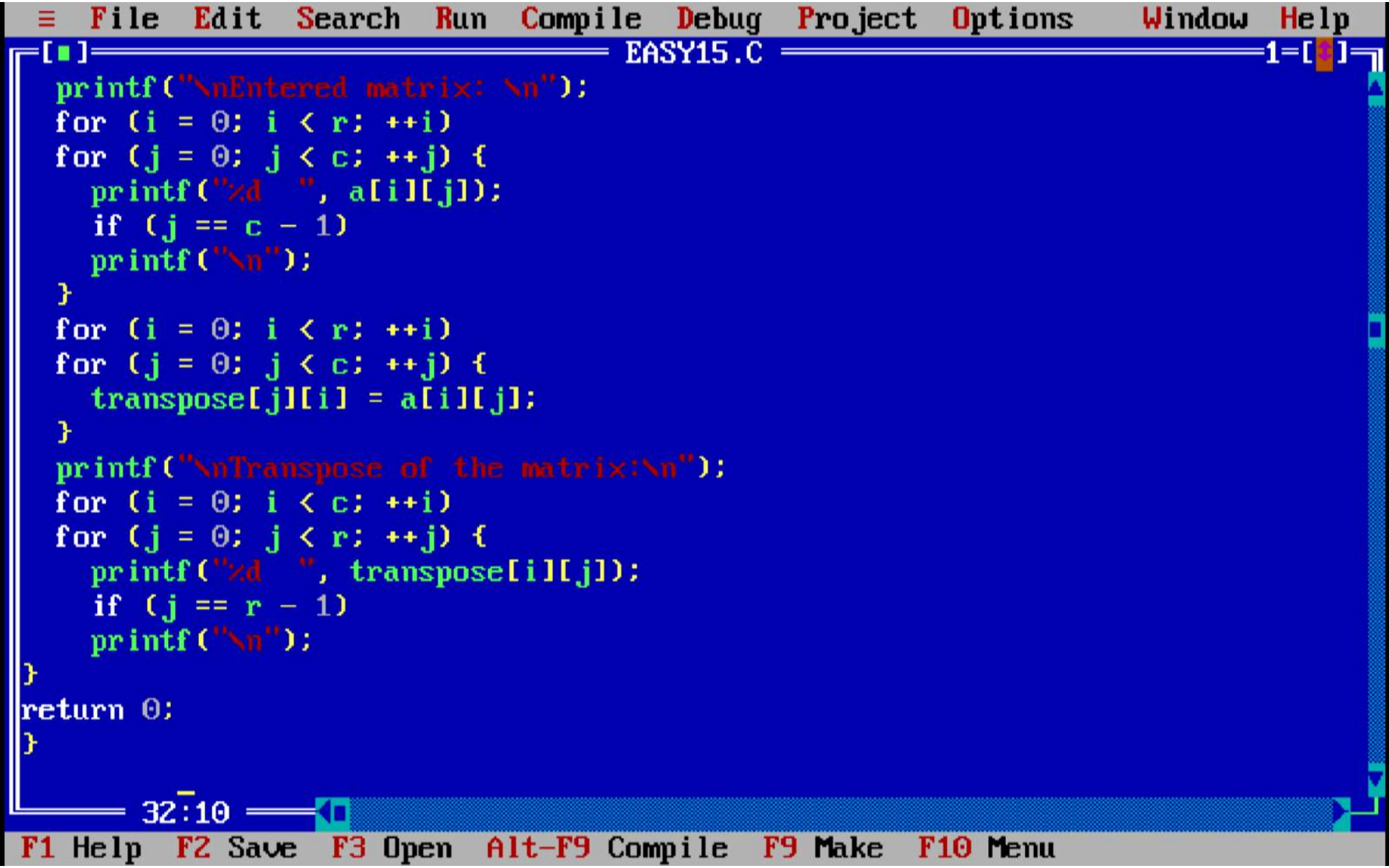

File Edit Search Run Compile Debug Project Options Window Help
EASY15.C
#include <stdio.h>
main() {
int a[10][10], transpose[10][10], r, c,i,j;
printf("Enter rows and columns: ");
scanf("%d %d", &r, &c);
printf("\nEnter matrix elements:\n");
for (i = 0; i < r; ++i)
for (j = 0; j < c; ++j) {
printf("Enter element a%d%d: ", i + 1, j + 1);
scanf("%d", &a[i][j]);
}
printf("\nEntered matrix: \n");
for (i = 0; i < r; ++i)
for (j = 0; j < c; ++j) {
printf("%d ", a[i][j]);
if (j == c - 1)
printf("\n");
}
for (i = 0; i < r; ++i)
for (j = 0; j < c; ++j) {
transpose[j][i] = a[i][j];
1:10
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu


File Edit Search Run Compile Debug Project Options Window Help
EASY15.C
printf("\nEntered matrix: \n");
for (i = 0; i < r; ++i)
for (j = 0; j < c; ++j) {
printf("%d ", a[i][j]);
if (j == c - 1)
printf("\n");
}
for (i = 0; i < r; ++i)
for (j = 0; j < c; ++j) {
transpose[j][i] = a[i][j];
}
printf("\nTranspose of the matrix:\n");
for (i = 0; i < c; ++i)
for (j = 0; j < r; ++j) {
printf("%d ", transpose[i][j]);
if (j == r - 1)
printf("\n");
}
return 0;
}
32:10
F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

```
C:\TURBOC3\BIN>TC
Enter rows and columns: 2
3

Enter matrix elements:
Enter element a11: 4
Enter element a12: 5
Enter element a13: 6
Enter element a21: 7
Enter element a22: 8
Enter element a23: 9

Entered matrix:
4  5  6
7  8  9

Transpose of the matrix:
4  7
5  8
6  9
```