Playground\GFG.java

```java
1   // Java program to print the element of
2   // a 2 D array or matrix
3   import java.io.*;
4
5   class GFG {
6
7       public static void print2D(int mat[][])
8       {
9           // Loop through all rows
10          System.out.println("Printing full matrix...");
11          for(int i = 0; i < mat.length; i++){
12              // Loop through all elements of current row
13              for(int j = 0; j < mat[i].length; j++){
14                  System.out.print(mat[i][j] + " ");
15              }
16              System.out.print("\n");
17          }
18      }
19
20      public static void printuppartri(int mat[][]){
21          System.out.println("Printing Upper Triangular Matrix...");
22          for(int i = 0; i < mat.length; i++){
23              for(int j = 0; j < mat[i].length; j++){
24                  if(i > j){
25                      System.out.print(mat[i][j]+" ");
26                  }
27              }
28          }
29      }
30
31      public static void main(String args[])
32          throws IOException
33      {
34          int mat[][] =  {{11, 12, 13},
35                          {21, 22, 23},
36                          {31, 32, 33}};
37          print2D(mat);
38          System.out.println("\n");
39          printuppartri(mat);
40      }
41
42  }
43
44  /*
45  *PS C:\Users\gagan\Documents\Repository\Java\Playground> cd
    "c:\Users\gagan\Documents\Repository\Java\Playground\" ; if ($?) { javac GFG.java } ; if ($?) {
    java GFG }
46
```

```
47   Printing full matrix...
48   11 12 13
49   21 22 23
50   31 32 33
51
52
53   Printing Upper Triangular Matrix...
54   21 31 32
55
56   */
57
```