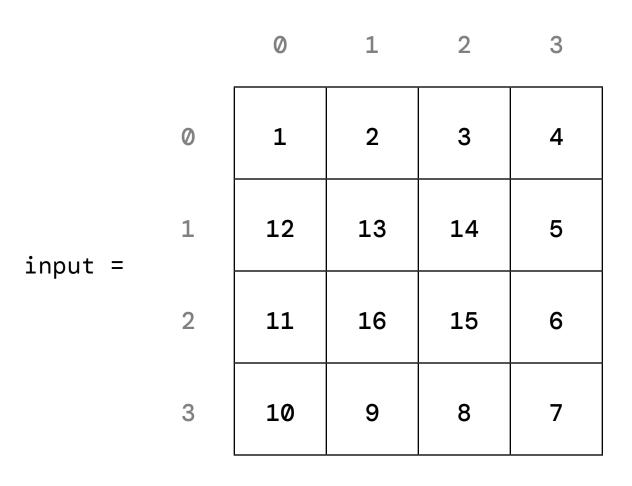
Initialization



```
int last_position = input.length-1;
int i = 0;
int j = last_position;
int temp;
```

last_position	3
i	0
j	3
temp	null

Loop #1

```
= 1
```

input[j][0] = temp; input[3][0] = 1

```
input =
  0
```

13

16

9

14

15

3	
4	0 1 2
5	1
6	2
7	3

Values

12

11

10

2

3

last_position	3
i	0
j	3
temp	1

input =

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

2

Values

last_position	3
i	Ø
j	3
temp	1

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

Values

last_position	3
i	0
j	3
temp	1

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

Values

last_position	3
i	0
j	3
temp	1

input	=	
		0

i++;

j--;

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

2

last_position	3
i	1
j	2
temp	1

Loop #2

temp = input[0][i] = input[0][1] = 2

input[last_position][j] = input[j][0];
input[3][2] = input[2][0] = 11

input[j][0] = temp; input[2][0] = 2

input =

Values

last_position	3
i	1
j	2
temp	2

input =

Values

last_position	3
i	1
j	2
temp	2

input =

Values

last_position	3
i	1
j	2
temp	2

Values

last_position	3
i	1
j	2
temp	2

j--;

i++;

last_position	3
i	2
j	1
temp	2

Loop #2

i++;

j--;

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

	inpu
	0
	1
	2
	3

ut =	=			
	0	1	2	3
)	4	5	6	7
-	12	13	14	8
2	2	16	15	9
	1	9	11	10
'	Values	3		

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

in	put :	=			
		0	1	2	3
	0	4	5	6	7
	1	3	13	14	8
	2	2	16	15	9
	3	1	12	11	10
		Values	6		
				Г	

Values

last_position	3
i	2
j	1
temp	3

Val	lues

input =

last_position	3
i	2
j	1
temp	3

last_position	3
i	2
j	1
temp	3

last_position	3
i	2
j	1
temp	3

last_position	3	
i	3	Loop breaks
j	0	here
temp	3	