import java.util.\*; // Program to find Saddle point from a Matrix

public class Saddle\_Point // Class Name

{

static Scanner sc = new Scanner(System.in); // Scanner Class

int arr[][],n,min,max; // Data Member

public Saddle\_Point(int nn) { // Parameterised Constructor

arr = new int[nn][nn];

n = nn;

max=0;

min=0;

}

public void input() { // Member Function to take elements

int i,j;

System.out.println("Enter the elements: ");

for(i=0;i<n;i++) {

for(j=0;j<n;j++) {

arr[i][j] = sc.nextInt();

}

}

}

public void saddle() { // Member Function to find Saddle point

int i,j,k,c=0,f=0; // local Variable

for(i=0;i<n;i++) {

min = arr[i][0];

c=0;

for(j=0;j<n;j++) {

if(arr[i][j]<min) {

min = arr[i][j];

c=j;

}

}

max = arr[0][c];

for(k=0;k<n;k++){

if(arr[k][c] > max)

max = arr[k][c];

}

if(max==min) {

System.out.println("Saddle Point No. "+max);

f=1;

}

}

if(f==0) {

System.out.println("No Saddle Point No. in the Matrix");

}

}

public void show() { // Member Function of output of Matrix

int i,j;

for(i=0;i<n;i++) {

for(j=0;j<n;j++) {

System.out.print(arr[i][j]+" ");

}

System.out.println("");

}

}

public static void main() { // Main Method

System.out.println("Enter the size of DDA more than 2 & less than 20: ");

int z = sc.nextInt();

Saddle\_Point ob = new Saddle\_Point(z);

ob.input();

ob.show(); // Member Function Call using Object

ob.saddle();

}

}