CONVERT INTO UNIT MATRIX

#include <stdio.h>

#define MAX 10

void toUnitMatrix(int matrix[MAX][MAX], int size) {

for (int i = 0; i < size; i++) {

for (int j = 0; j < size; j++) {

if (i == j)

matrix[i][j] = 1;

else

matrix[i][j] = 0;

}

}

}

void printMatrix(int matrix[MAX][MAX], int size) {

for (int i = 0; i < size; i++) {

for (int j = 0; j < size; j++) {

printf("%d ", matrix[i][j]);

}

printf("\n");

}

}

int main() {

int matrix[MAX][MAX];

int size;

printf("Enter the size of the matrix: ");

scanf("%d", &size);

toUnitMatrix(matrix, size);

printf("\nUnit Matrix:\n");

printMatrix(matrix, size);

return 0;

}

