1.

```cpp
#include<iostream>
using namespace std;

int main(){
    int x,y;
    cin>>x>>y;
    int a[x][y];
    for (int z=0;z<x;z++){
        for(int b=0;b<y;b++){
            cin>>a[z][b];
        }
    }
    int k[y][x];
    for (int z=0;z<x;z++){
        for (int b=0;b<y;b++){
            k[b][x-z-1]=a[z][b];
        }
    }
    for (int z=0;z<y;z++){
        for(int b=0;b<x;b++){
            cout<<k[z][b]<<" ";
        }
        cout << '\n';
    }
}
```

```
2 3
9 8 7
6 5 4
6 9
5 8
4 7
```

```
3 3
1 2 3
```

```cpp
#include<iostream>
using namespace std;

int main(){
    int x,y;
    cin>>x>>y;
    int a[x][y];
    for (int z=0;z<x;z++){
        for(int b=0;b<y;b++){
            cin>>a[z][b];
        }
    }
    int k[y][x];
    for (int z=0;z<x;z++){
        for (int b=0;b<y;b++){
            k[b][x-z-1]=a[z][b];
        }
    }
    for (int z=0;z<y;z++){
        for(int b=0;b<x;b++){
            cout<<k[z][b]<<" ";
        }
        cout << '\n';
    }
}
```

```
3 2
1 2
3 6
8 4
8 3 1
4 6 2
```

```
7 8 9
```

```cpp
#include<iostream>
using namespace std;

int main(){
    int x,y;
    cin>>x>>y;
    int a[x][y];
    for (int z=0;z<x;z++){
        for(int b=0;b<y;b++){
            cin>>a[z][b];
        }
    }
    int k[y][x];
    for (int z=0;z<x;z++){
        for (int b=0;b<y;b++){
            k[b][x-z-1]=a[z][b];
        }
    }
    for (int z=0;z<y;z++){
        for(int b=0;b<x;b++){
            cout<<k[z][b]<<" ";
        }
        cout << '\n';
    }
}
```

D:\code\github\CompetitionCodingNote\build\B11200053_HW6_1.exe
```
3 3
1 2 3
4 5 6
7 8 9
7 4 1
8 5 2
9 6 3
```

```
6 9
5 8
4 7
```

2.

```cpp
#include<iostream>
using namespace std;
int main(){
    int x,y;
    cin >> x >> y;
    int a[x][y];
    for (int z=0;z<x;z++){
        for (int b=0;b<y;b++){
            cin >> a[z][b];
        }
    }
    int c[x][y];
    for (int z=0;z<x;z++){
        for (int b=0;b<y;b++){
            int x_add=0,y_add=0;
            for(int i=0;i<x;i++){
                x_add+=a[i][b];
            }
            for(int i=0;i<y;i++){
                y_add+=a[z][i];
            }
            c[z][b] = (x_add/x)+(y_add/y);
        }
    }
}
```

D:\code\github\CompetitionCodingNote\build\B11200053_HW6_2.exe
```
3 3
1 5 2
3 6 8
4 5 6
4 7 7
7 10 10
7 10 10
```

```
2 1 4 8
```

```cpp
#include<iostream>
using namespace std;
int main(){
    int x,y;
    cin >> x >> y;
    int a[x][y];
    for (int z=0;z<x;z++){
        for (int b=0;b<y;b++){
            cin >> a[z][b];
        }
    }
    int c[x][y];
    for (int z=0;z<x;z++){
        for (int b=0;b<y;b++){
            int x_add=0,y_add=0;
            for(int i=0;i<x;i++){
                x_add+=a[i][b];
            }
            for(int i=0;i<y;i++){
                y_add+=a[z][i];
            }
            c[z][b] = (x_add/x)+(y_add/y);
        }
    }
```

D:\code\github\CompetitionCodingNote\build\B11200053_HW6_2.exe

```
2 4
1 2 3 4
2 1 4 8
3 3 5 8
4 4 6 9
```

7 10 10
7 10 10

D:\code\github\CompetitionCodingNote\build\B11200053_HW6_2.exe

```
3 2
1 2
5 9
3 3
4 5
10 11
6 7
```

3 3 5 8
4 4 6 9

3.

```cpp
#include<iostream>
using namespace std;

double a(double c);

int main(){
    double c;
    cin >> c;
    cout << a(c);
    return 0;
}

double a(double c){
    return c*1.8+32;
}
```

```
30
86
```

```cpp
#include<iostream>
using namespace std;

double a(double c);

int main(){
    double c;
    cin >> c;
    cout << a(c);
    return 0;
}

double a(double c){
    return c*1.8+32;
}
```

```
2.5
36.5
```

```cpp
#include<iostream>
using namespace std;

double a(double c);

int main(){
    double c;
    cin >> c;
    cout << a(c);
    return 0;
}

double a(double c){
    return c*1.8+32;
}
```

```
D:\code\github\CompetitionCodingNote\build\B11200053_HW6_3.exe
40.1
104.18
```