*#include <stdio.h>*

*int main() {*

*// Define a 3x3 matrix*

*int matrix[3][3] = {*

*{1, 2, 3},*

*{4, 5, 6},*

*{7, 8, 9}*

*};*

*// Display the original matrix*

*printf("Original Matrix:\n");*

*for (int i = 0; i < 3; i++) {*

*for (int j = 0; j < 3; j++) {*

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

*}*

*printf("\n");*

*}*

*// Transpose the matrix in-place*

*for (int i = 0; i < 3; i++) {*

*for (int j = i + 1; j < 3; j++) {*

*// Swap elements (i, j) and (j, i)*

*int temp = matrix[i][j];*

*matrix[i][j] = matrix[j][i];*

*matrix[j][i] = temp;*

*}*

*}*

*// Display the transposed matrix*

*printf("\nTransposed Matrix:\n");*

*for (int i = 0; i < 3; i++) {*

*for (int j = 0; j < 3; j++) {*

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

*}*

*printf("\n");*

*}*

*return 0;*

*}*