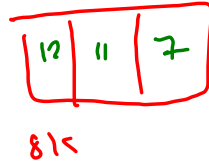
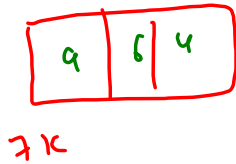
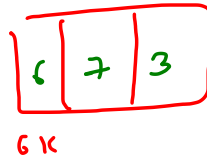
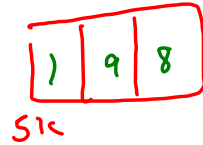
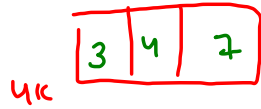
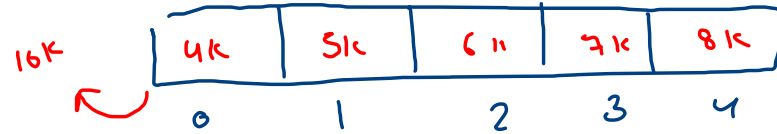
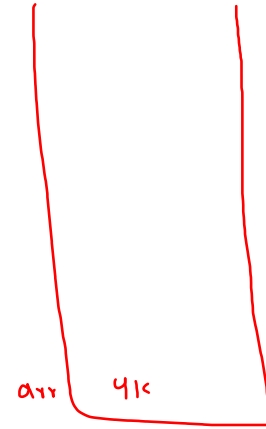


`int [] [] mat = new int [5] [3] ;`



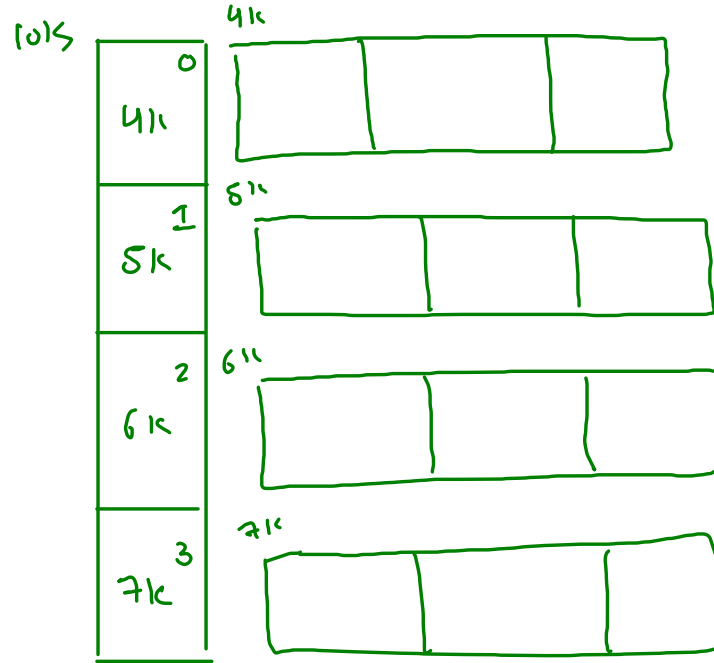
`int [] arr = new int [5];`



`mat [2] [3]` \rightarrow out of bound
6k

int [] [] mat = new int [4] [3];

0 1 2



mat [0] [2]

10k [0] [2]

4k [2]

mat [3] [1]

10k [3] [1]

7k [1]

rows = mat.length
cols = mat[0].length

mat

10k

2d Array

VS

matrix

10k

`int [][] mat = new int [3] [9];`

`✓ mat [1] = new int [5];`

0
5k
1
7k
2
7k

--	--	--

--	--	--	--	--

--	--	--

matrix

	0	1	2	3
0				
1				
2				

matrix mult

✓ matrix mult \rightarrow $C1 == r2$

product mat $\rightarrow r1 \times c2$

$$\begin{matrix} & \begin{matrix} 0 & 1 & 2 \end{matrix} \\ \begin{matrix} 0 \\ 1 \\ 2 \end{matrix} & \begin{bmatrix} 1 & 2 & 3 \\ 0 & 4 & 0 \\ 2 & 0 & 6 \end{bmatrix} \end{matrix} \quad \begin{matrix} \\ \\ 3 \times 3 \end{matrix}$$

A

$r1 \quad c1$

$$\times \begin{matrix} & \begin{matrix} 0 & 1 & 2 & 3 \end{matrix} \\ \begin{matrix} 0 \\ 1 \\ 2 \end{matrix} & \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 2 & 0 & 1 \\ 4 & 0 & -1 & 3 \end{bmatrix} \end{matrix} \quad \begin{matrix} \\ \\ 3 \times 4 \end{matrix}$$

B

$r2 \quad c2$

$$\Rightarrow \begin{matrix} & \begin{matrix} 0 & 1 & 2 & 3 \end{matrix} \\ \begin{matrix} 0 \\ 1 \\ 2 \end{matrix} & \begin{bmatrix} . \\ 1 \\ . \end{bmatrix} \end{matrix} \quad \begin{matrix} \\ \\ 3 \times 4 \end{matrix}$$

$$\text{prod}[1][2] = \underbrace{A[1][0]}_{\text{green}} \times \underbrace{B[0][2]}_{\text{brown}} + \underbrace{A[1][1]}_{\text{green}} \times \underbrace{B[1][2]}_{\text{brown}} + \underbrace{A[1][2]}_{\text{green}} \times \underbrace{B[2][2]}_{\text{brown}}$$

```

for(int i = 0; i < r1; i++) {
    for(int j = 0; j < c2; j++) {
        //select ith row from A and jth col from B
        int res = 0;
        for(int k = 0; k < c1; k++) {
            res += A[i][k] * B[k][j];
        }
        prod[i][j] = res;
    }
}

```

$$r1 = 2$$

$$c1 = 3$$

$$r2 = 3$$

$$c2 = 2$$

$$\begin{matrix} & \begin{matrix} 0 & 1 & 2 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{bmatrix} 1 & 0 & 10 \\ 2 & 20 & 0 \end{bmatrix} \end{matrix} \quad 2 \times 3$$

A

X

$$\begin{matrix} & \begin{matrix} 0 & 1 \end{matrix} \\ \begin{matrix} 0 \\ 1 \\ 2 \end{matrix} & \begin{bmatrix} 1 & 0 \\ 2 & 0 \\ 0 & 3 \end{bmatrix} \end{matrix} \quad 3 \times 2$$

B

=

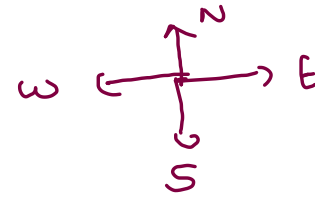
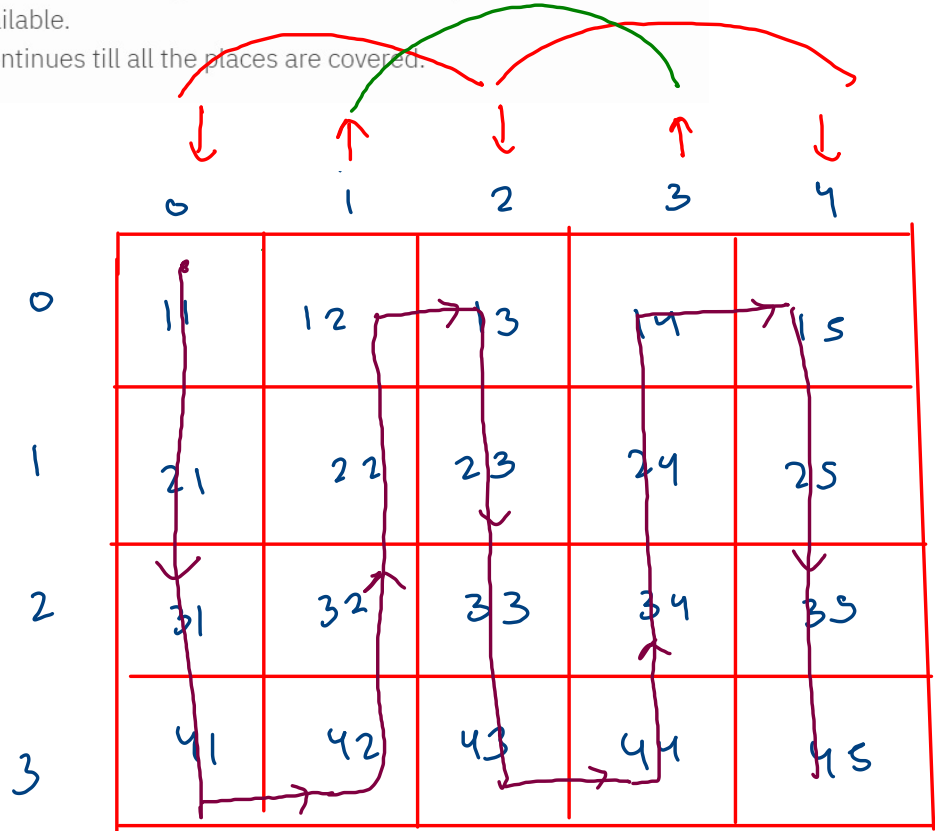
$$\begin{matrix} & \begin{matrix} 0 & 1 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{bmatrix} 1 & 30 \\ 42 & 0 \end{bmatrix} \end{matrix}$$

prod

However, a certain visitor decides to travel a different path as follows:

1. He first travels southwards till no further south places are available
2. He then moves only 1 place eastwards.
3. He starts to move again towards north till any further north moves are available.

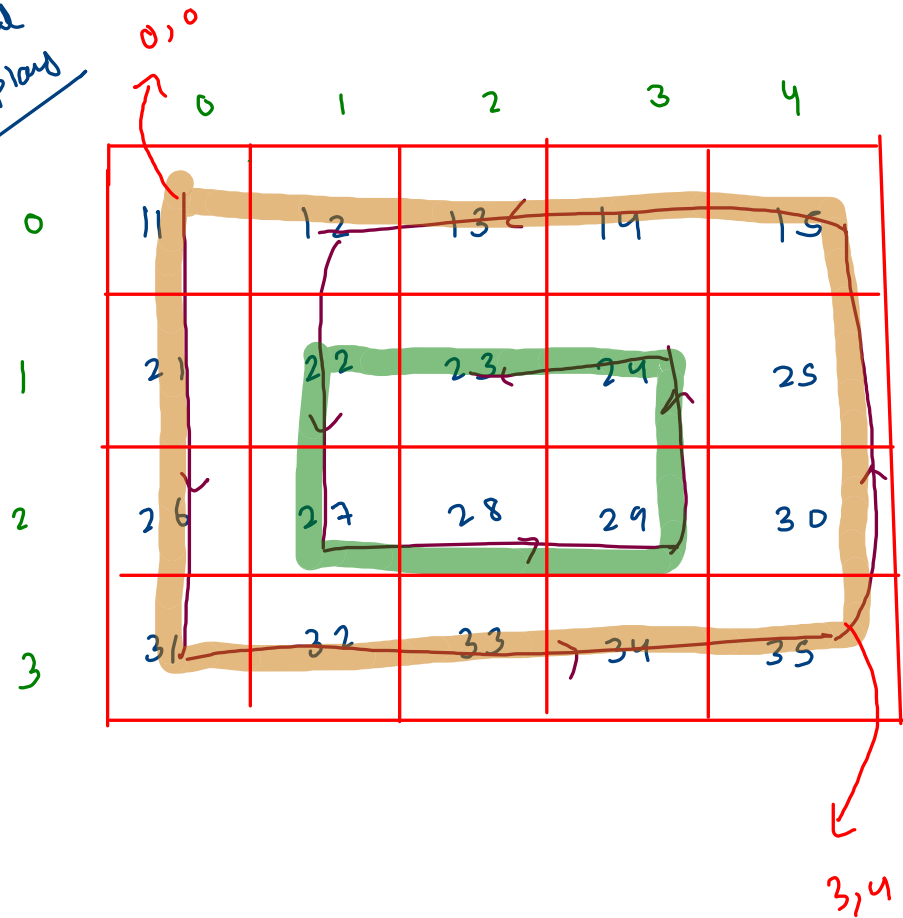
This continues till all the places are covered.



11 21 31 41 42 32
 22 12 13 23 33 43
 44 34 24 14 15 25
 35 45.

Column traversal

Spiral display



11 21 26 31 32 33

34 35 36 25 15 14

13 12 22 27 28 29

24 23

	0	1	2	3	4
0	11	12	13	14	15
1	21	22	23	24	25
2	31	32	33	34	35
3	41	42	43	44	45

// top wall

```
for (int j = ce; j >= cs; j--) {
    syso(a[rs][j]);
}
```

```
rs++;
```

// left wall

```
for (int i = rs; i <= re; i++) {
    syso(a[i][cs]);
}
```

```
cs++;
```

// bottom wall

```
for (int j = cs; j <= ce; j++) {
    syso(a[re][j]);
}
```

```
re--;
```

// right wall

```
for (int i = re; i >= rs; i--) {
    syso(a[i][ce]);
}
```

```
ce--
```



```

while(count < te) {
    //single shell printing

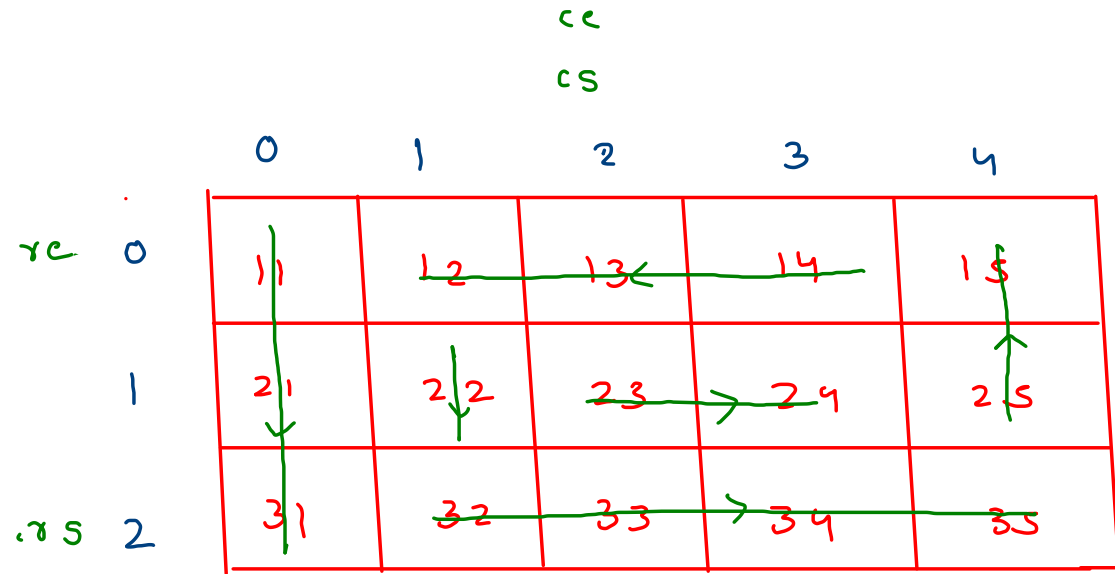
    //left wall
    for(int i=rs; i <= re;i++) {
        System.out.println(a[i][cs]);
        count++;
    }
    cs++;

    //bottom wall
    for(int j=cs; j <= ce;j++) {
        System.out.println(a[re][j]);
        count++;
    }
    re--;

    //right wall
    for(int i = re ; i >= rs;i--) {
        System.out.println(a[i][ce]);
        count++;
    }
    ce--;

    //top wall
    for(int j=ce; j >= cs;j--) {
        System.out.println(a[rs][j]);
        count++;
    }
    rs++;
}

```



te = 15

Count = ~~0~~ ~~3~~ ~~7~~ ~~9~~ ~~12~~ ~~13~~ ~~15~~ 16

11 21 31 32 33 34 35 25 15
 14 13 12 22 23 24 **23**