1. Implement the logic to

c. Find the Transpose of a Matrix

#include<iostream>

using namespace std;

int main() {

int rows = 3, cols = 2;

int matrix[3][2] = {{1, 2}, {3, 4}, {5, 6}};

int transpose[2][3];

// Find transpose

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

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

transpose[j][i] = matrix[i][j];

}

}

// Print original matrix

cout << "Original Matrix:" << endl;

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

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

cout << matrix[i][j] << " ";

}

cout << endl;

}

// Print transpose matrix

cout << "Transpose Matrix:" << endl;

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

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

cout << transpose[i][j] << " ";

}

cout << endl;

}

return 0;

}

OUTPUT :

