9. Write a program to find a saddle point in a two-dimensional array. A saddle point in a

numerical array is a number that is larger than or equal to every number in its column,

and smaller than or equal to every number in its row.

#include

using namespace std;

int main(){

int row,col;

cout<<"Enter number of rows of array"<<endl;

cin>>row;

cout<<"Enter number of columns of array"<<endl;

cin>>col;

int arr[row][col];

cout<<"Enter elements of array"<<endl;

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

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

cin>>arr[i][j];

}

}

cout<<"Matrix is as follows"<<endl;

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

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

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

}

cout<<endl;

}

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

int row\_min=arr[i][0],col\_index=0;

for(int j=1;j<col;j++){

if(row\_min>arr[i][j]){

row\_min=arr[i][j];

col\_index=j;

}

}

int k;

for(k=0;k<row;k++){

if(row\_min<arr[k][col\_index]){

break;

}

}

if(k==row){

cout<<"Saddle point is "<<row\_min<<endl;

}

}

return 0;

}

OUTPUT :

