Solution.java is better since it only uses 1 for loop.

------------------------------------------------------------------------------------------------------

The idea was firstly transpose the matrix and then flip it symmetrically. For instance,

1 2 3

4 5 6

7 8 9

after transpose, it will be swap(matrix[i][j], matrix[j][i])

1 4 7

2 5 8

3 6 9

Then flip the matrix horizontally. (swap(matrix[i][j], matrix[i][matrix.length-1-j])

7 4 1

8 5 2

9 6 3

Hope this helps.

public class Solution {

public void **rotate**(**int**[][] **matrix**) {

**for**(**int** i = 0; i<**matrix**.length; i++){

**for**(**int** j = i; j<**matrix**[0].length; j++){

**int** temp = 0;

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

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

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

}

}

**for**(**int** i =0 ; i<**matrix**.length; i++){

**for**(**int** j = 0; j<**matrix**.length/2; j++){

**int** temp = 0;

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

**matrix**[i][j] = **matrix**[i][**matrix**.length-1-j];

**matrix**[i][**matrix**.length-1-j] = temp;

}

}

}

}