ALGORITHM

• Step-1 :- START  
• Step-2 :- Create a class named as Shift.

• Step-3 :- Declare variables - mat[ ][ ] to stores the array elements, m to store the number of rows and n to store the number of columns.

• Step-4 :- Create a constructor named as Shift with two integer type intergers, to initialize the variables to ini- tialize the data.

• Step-5 :- Create a method named as input to input the elements of the array.

• Step-6 :- Create a method named as cyclic to enable the matrix of the object(P) to shift each row upwards in a cyclic manner and store the resultant matrix in the current object.

• Step-7 :- Create a method named as display to display the elements of the array.

• Step-8 :- Create a method named as main to create an object of the class Shift and call the methods.

• Step-9 :- END

VD TABLE

|  |  |  |  |
| --- | --- | --- | --- |
| Sr. No. | Variable | Data Type | Description |
| 1  2 | mat[ ][ ]  m | int  int | To store the array elements To store the number of  rows  To store the number of  columns  To store the row number  To store the column  number  To store the number of  rows inside the constructor- Shift  To store the number of  columns inside the  constructor - Shift |
| 3 | n | int |
| 4  5 | i  j | int  int |
| 6 | mm | int |
| 7 | nn | int |

OUTPUT

