Program-29

A class Shift contains a two dimensional integer array of order (m n) where the maximum  
values of both m and n is 5. Design the class Shift to shuffle the matrix (i.e. the first row  
becomes the last, the second row becomes the first and so on). The details of the members  
of the class are given below:  
  
Class name : Shift  
Data member/instance variable:  
mat[ ][ ] : stores the array element  
m : integer to store the number of rows  
n : integer to store the number of columns  
Member functions/methods:  
Shift(int mm, int nn ) : parameterized constructor to initialize the data  
  
members m = mm and n = nn  
void input( ) : enters the elements of the array  
void cyclic(Shift P) : enables the matrix of the object(P) to shift each row upwards in a cyclic manner and store the resultant matrix in the current object  
void display( ) : displays the matrix elements  
Specify the class Shift giving details of the constructor( ), void input( ), void cyclic(Shift)  
and void display( ). Define the main( ) function to create an object and call the methods  
accordingly to enable the task of shifting the array elements.