

```

1  #include<stdio.h>
2
3  void rotateMatrix(int a[5][5],int n)
4  {
5      int m=(int)n/2;
6      int i,j,temp1,temp2;
7      for(i=0;i<=m;i++)
8      {
9          for(j=i;j<n-i;j++)
10         {
11             temp1=a[j][n-i];
12
13             a[j][n-i]=a[i][j];
14
15             temp2=a[n-i][n-j];
16
17             a[n-i][n-j]=temp1;
18
19             temp1=a[n-j][i];
20
21             a[n-j][i]=temp2;
22
23             a[i][j]=temp1;
24         }
25     }
26 }
27
28 void printMatrix(int a[5][5],int n)
29 {
30     int i,j;
31     for(i=0;i<=n;i++)
32     {
33         for(j=0;j<=n;j++)
34             printf("%d\t",a[i][j]);
35         printf("\n");
36     }
37
38 }
39
40 void main()
41 {
42     int a[5][5]={
43         {1,2,3,4,5},
44         {6,7,8,9,10},
45         {11,12,13,14,15},
46         {16,17,18,19,20},
47         {21,22,23,24,15}
48     };
49     printMatrix(a,4);
50     printf("\n\nMatrix After Rotating by 90 Degree is:\n\n");
51     rotateMatrix(a,4);
52     printMatrix(a,4);
53
54 }

```