```
CODE 1:
import java.util.*;
public class Main {
 public static void main(String[] args) {
   Scanner sc =new Scanner(System.in);
   int N =sc.nextInt();
   int M =sc.nextInt();
   int[][] arr =new int[N][M];
   for(int i =0;i < N;i++){
      for(int j = 0; j < M; j++){
        arr[i][j] =sc.nextInt();
      }
   for (int j = 0; j < M; j++) {
      if (j%2==0) {
        for(int i =0;i<N;i++){
           System.out.print(arr[i][j] + " ");
        }
      } else{
        for(int i = N - 1;i >= 0;i--){
           System.out.print(arr[i][j] + " ");
        }
      }
   }
 }
}
CODE 2:
import java.util.*;
public class Main {
 public static void main(String[] args) {
   Scanner sc =new Scanner(System.in);
   int N =sc.nextInt();
   int M =sc.nextInt();
   int[][] arr =new int[N][M];
   for (int i =0; i < N; i++){
      for(int j = 0; j < M; j++){
        arr[i][j] =sc.nextInt();
      }
```

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for(int j = 0; j < M; j++){
      for(int i =0;i <N;i++){
         System.out.print(arr[i][j] + " ");
      System.out.println();
   }
}
CODE 3:
import java.util.*;
public class Main {
 public static void main(String[] args){
   Scanner sc =new Scanner(System.in);
   int N =sc.nextInt();
   int M =sc.nextInt();
   int[][] arr =new int[N][M];
   for (int i =0; i < N; i++){
      for (int j = 0; j < M; j + +){
         arr[i][j] =sc.nextInt();
      }
   int top =0, bottom =N-1;
   int left =0, right =M-1;
   while(top <=bottom && left<= right){</pre>
      for (int j =left;j <=right;j++){</pre>
         System.out.print(arr[top][j] + " ");
      }
      top++;
      for(int i =top;i <=bottom;i++){</pre>
         System.out.print(arr[i][right] + " ");
      }
      right--;
      if(top <=bottom) {</pre>
         for(int j =right; j >=left;j--){
           System.out.print(arr[bottom][j] + " ");
         bottom--;
      if (left <=right) {</pre>
         for (int i =bottom;i >=top;i--){
           System.out.print(arr[i][left] + " ");
```

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}
         left++;
      }
   }
}
}
CODE 4:
import java.util.*;
public class Main {
 public static void main(String[] args) {
   Scanner sc =new Scanner(System.in);
   int N =sc.nextInt();
   int[][] arr =new int[N][N];
   for (int i =0; i < N; i++){
      for(int j = 0; j < N; j++){
         arr[i][j] =sc.nextInt();
      }
   }
   for (int i = 0; i < N; i++){
      for(int j = i; j < N; j++){
         int temp =arr[i][j];
         arr[i][j] =arr[j][i];
         arr[j][i] =temp;
      }
   }
   for(int i =0;i <N;i++){
      int left =0,right =N-1;
      while(left<right){</pre>
         int temp =arr[i][left];
         arr[i][left] =arr[i][right];
         arr[i][right] =temp;
         left++;
         right--;
      }
   for(int i = 0; i < N; i++){
      for(int j = 0; j < N; j++){
         System.out.print(arr[i][j] + " ");
      }
      System.out.println();
   }
 }
```

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}
ROTATE IMAGE(LEETCODE):
class Solution {
 public List<Integer> spiralOrder(int[][] matrix){
   List<Integer> result = new ArrayList<>();
   if(matrix.length==0) return result;
   int top=0,bottom=matrix.length-1;
   int left=0,right=matrix[0].length-1;
   while(top<=bottom && left<=right){</pre>
      for(int j=left;j<=right;j++){</pre>
        result.add(matrix[top][j]);
      }
      top++;
      for(int i=top;i<=bottom;i++){</pre>
        result.add(matrix[i][right]);
      }
      right--;
      if(top<=bottom){</pre>
        for(int j=right;j>=left;j--){
           result.add(matrix[bottom][j]);
        }
```

```
bottom--;
     }
     if(left<=right){</pre>
        for(int i=bottom;i>=top;i--){
          result.add(matrix[i][left]);
        }
        left++;
     }
   }
   return result;
}
}
ROTATE BY 90 DEGREES:
class Solution {
 static void rotateMatrix(int mat[][]){
   int n = mat.length;
   for (int i =0; i <n;i++){
     for (int j =i;j <n;j++){
        int temp =mat[i][j];
        mat[i][j] =mat[j][i];
        mat[j][i] =temp;
     }
   for(int j = 0; j < n; j++) {
     int top =0, bottom =n-1;
     while (top < bottom){
        int temp =mat[top][j];
        mat[top][j] =mat[bottom][j];
        mat[bottom][j] =temp;
        top++;
```

```
bottom--;
     }
   }
}
}
ROTATE A MATRIX BY 180 DEGREES COUNTERCLOCKWISE:class Solution{
 void rotateMatrix(int[][] mat){
   int n=mat.length;
   for(int i=0;i<n/2;i++){
     for(int j=0;j<n;j++){
        int temp=mat[i][j];
        mat[i][j]=mat[n-1-i][n-1-j];
        mat[n-1-i][n-1-j]=temp;
     }
   }
   if(n%2==1){
     int mid=n/2;
     for(int j=0;j<n/2;j++){
        int temp=mat[mid][j];
        mat[mid][j]=mat[mid][n-1-j];
        mat[mid][n-1-j]=temp;
     }
   }
}
}
```