Revision Tue:

For part 1, add the following method;

- **`int [][] rotate90Degree(int [][] matrix):`** takes a matrix, rotates it 90 degrees clockwise, and returns the result.

Sample run:

```
int[][] squareMatrix = {
    {1, 2, 3},
    {4, 5, 6},
    {7, 8, 9}
};

System.out.println("Original Square Matrix:");
printMatrix(squareMatrix);

int[][] rotatedSquareMatrix = rotate90Degree(squareMatrix);
System.out.println("\nRotated Square Matrix:");
printMatrix(rotatedSquareMatrix);

int[][] nonSquareMatrix = {
    {1, 2, 3, 4},
    {5, 6, 7, 8}
};

System.out.println("\nOriginal Non-Square Matrix:");
printMatrix(nonSquareMatrix);

int[][] rotatedNonSquareMatrix = rotate90Degree(nonSquareMatrix);
System.out.println("\nRotated Non-Square Matrix:");
printMatrix(rotatedNonSquareMatrix);
```

```
Original Square Matrix:
1 2 3
4 5 6
7 8 9

Rotated Square Matrix:
7 4 1
8 5 2
9 6 3

Original Non-Square Matrix:
1 2 3 4
5 6 7 8

Rotated Non-Square Matrix:
5 1
6 2
7 3
8 4
```