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In this program, I used the command line to grab the information I needed, such as the file path that should be rotated and the rotation parameter from 0 to 3. After reading all the stuff I needed to deal with the rotation, I fixed some variables for the sake of convenience in rotating the image.

The main part of this program can be separated into 4 parts to explain it, and all of them used the variables now and RotateNow to record the position where they were located:

1. Rotate 90 degrees.

Visit the image in the upper left-hand corner.

Then, copy now (l, j) and paste it into RotateNow (j, Height-1-i).

2. Rotate 180 degrees.

Visit the image in the lower right-hand corner.

Then, copy now (l, j) and paste it into RotateNow (Height-1-i, Width-1-j).

3. Rotate 270 degrees.

Visit the image in the upper left-hand corner.

Then, copy now (l, j) and paste it into RotateNow (Height-1-j, i).

4. Rotate 0 degrees.

Output the original image directly.

At the end, write all of the information according to the rotation image.