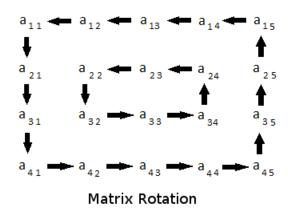
# **Matrix Layer Rotation**



You are given a 2D matrix of dimension  $m \times n$  and a positive integer r. You have to rotate the matrix r times and print the resultant matrix. Rotation should be in anti-clockwise direction.

Rotation of a 4x5 matrix is represented by the following figure. Note that in one rotation, you have to shift elements by one step only.



It is guaranteed that the minimum of m and n will be even.

As an example rotate the Start matrix by 2:

```
Start First Second

1 2 3 4 2 3 4 5 3 4 5 6

12 1 2 5 -> 1 2 3 6 -> 2 3 4 7

11 4 3 6 12 1 4 7 1 2 1 8

10 9 8 7 11 10 9 8 12 11 10 9
```

## **Function Description**

Complete the *matrixRotation* function in the editor below.

matrixRotation has the following parameter(s):

- int matrix[m][n]: a 2D array of integers
- int r: the rotation factor

#### **Prints**

It should print the resultant 2D integer array and return nothing. Print each row on a separate line as space-separated integers.

#### **Input Format**

The first line contains three space separated integers, m, n, and r, the number of rows and columns in matrix, and the required rotation.

The next m lines contain n space-separated integers representing the elements of a row of matrix.

#### **Constraints**

```
egin{aligned} 2 &\leq 	ext{m, n} \leq 300 \ 1 &\leq r \leq 10^9 \ min(m,n)\%2 = 0 \ 1 &\leq matrix[i][j] \leq 10^8 	ext{ where } i \in [1\dots m] 	ext{ and } j \in [1\dots n] \end{aligned}
```

# **Sample Input**

# Sample Input #01

## Sample Output #01

```
3 4 8 12
2 11 10 16
1 7 6 15
5 9 13 14
```

### **Explanation #01**

The matrix is rotated through two rotations.

```
1 2 3 4 2 3 4 8 3 4 8 12

5 6 7 8 1 7 11 12 2 11 10 16

9 10 11 12 -> 5 6 10 16 -> 1 7 6 15

13 14 15 16 9 13 14 15 5 9 13 14
```

# Sample Input #02

```
5 4 7
1 2 3 4
7 8 9 10
13 14 15 16
19 20 21 22
25 26 27 28
```

### Sample Output #02

```
28 27 26 25
22 9 15 19
16 8 21 13
10 14 20 7
4 3 2 1
```

# **Explanation 02**

The various states through 7 rotations:

```
1 2 3 4 2 3 4 10 3 4 10 16 4 10 16 22
7 8 9 10 1 9 15 16 2 15 21 22 3 21 20 28
13 14 15 16 -> 7 8 21 22 -> 1 9 20 28 -> 2 15 14 27 ->
19 20 21 22 13 14 20 28 7 8 14 27 1 9 8 26
25 26 27 28 19 25 26 27 13 19 25 26 7 13 19 25

10 16 22 28 16 22 28 27 22 28 27 26 28 27 26 25
4 20 14 27 10 14 8 26 16 8 9 25 22 9 15 19
3 21 8 26 -> 4 20 9 25 -> 10 14 15 19 -> 16 8 21 13
2 15 9 25 3 21 15 19 4 20 21 13 10 14 20 7
1 7 13 19 2 1 7 13 3 2 1 7 4 3 2 1
```

# Sample Input #03

```
2 2 3
1 1
1 1
```

# Sample Output #03

```
1 1
1 1
```

# **Explanation #03**

All of the elements are the same, so any rotation will repeat the same matrix.