

➤ **To print a Matrix spirally.**

>>> **Syntax :**

```
#include<stdio.h>
```

```
int main(void)
{
    int A[10][10],size,start,end;
    printf("Enter the size of matrix : ");
    scanf("%d", &size);

    for(int i=0; i<size; i++)
        for(int j=0; j<size; j++)
        {
            printf("Enter element at position [%d %d] : ",i,j);
            scanf("%d", &A[i][j]);
        }
    for(int i=0; i<size; i++)
    {
        for(int j=0; j<size; j++)
            printf("%4d", A[i][j]);
        printf("\n");
    }
    printf("\n\n");
    printf("\nOUTPUT ::");
    for(start=0,end=size-1; start<=end; start++,end--)
    {
        for(int i=start; i<=end; i++)
            printf("%d ",A[start][i]);
        for(int i=start+1; i<=end; i++)
            printf("%d ",A[i][end]);
        for(int i=end-1; i>=start; i--)
            printf("%d ",A[end][i]);
        for(int i=end-1; i>=start+1; i--)
            printf("%d ",A[i][start]);
    }printf("\n");
    return 0;
}
```

>>> Output :

```
khushal@khushal-HP-ProBook-445-G1:~/Desktop$ gcc spiral.c
khushal@khushal-HP-ProBook-445-G1:~/Desktop$ ./a.out
Enter the size of matrix : 4
Enter element at position [0 0] : 1
Enter element at position [0 1] : 2
Enter element at position [0 2] : 3
Enter element at position [0 3] : 4
Enter element at position [1 0] : 5
Enter element at position [1 1] : 6
Enter element at position [1 2] : 7
Enter element at position [1 3] : 8
Enter element at position [2 0] : 9
Enter element at position [2 1] : 10
Enter element at position [2 2] : 11
Enter element at position [2 3] : 12
Enter element at position [3 0] : 13
Enter element at position [3 1] : 14
Enter element at position [3 2] : 15
Enter element at position [3 3] : 16
    1   2   3   4
    5   6   7   8
    9  10  11  12
   13  14  15  16

OUTPUT ::1 2 3 4 8 12 16 15 14 13 9 5 6 7 11 10
khushal@khushal-HP-ProBook-445-G1:~/Desktop$
```