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#include <stdio.h>

int main() {
    int a[10][10], transpose[10][10];
    int rows, cols;

    // Input number of rows and columns
    printf("Enter number of rows and columns: ");
    scanf("%d %d", &rows, &cols);

    // Input matrix elements
    printf("\nEnter elements of the matrix:\n");
    for (int i = 0; i < rows; i++) {
        for (int j = 0; j < cols; j++) {
            printf("a[%d][%d] = ", i, j);
            scanf("%d", &a[i][j]);
        }
    }

    // Find transpose
    for (int i = 0; i < rows; i++) {
        for (int j = 0; j < cols; j++) {
            transpose[j][i] = a[i][j];
        }
    }
}
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        transpose[j][i] = a[i][j];
    }
}

// Display original matrix
printf("\nOriginal Matrix:\n");
for (int i = 0; i < rows; i++) {
    for (int j = 0; j < cols; j++) {
        printf("%d\t", a[i][j]);
    }
    printf("\n");
}

// Display transposed matrix
printf("\nTranspose of the Matrix:\n");
for (int i = 0; i < cols; i++) {
    for (int j = 0; j < rows; j++) {
        printf("%d\t", transpose[i][j]);
    }
    printf("\n");
}

return 0;
}
```

Enter number of rows and columns: 3

3

Enter elements of the matrix:

a[0][0] = 1

a[0][1] = 2

a[0][2] = 3

a[1][0] = 4

a[1][1] = 5

a[1][2] = 6

a[2][0] = 7

a[2][1] = 8

a[2][2] = 9

Original Matrix:

1 2 3

4 5 6

7 8 9

Transpose of the Matrix:

1 4 7

2 5 8

3 6 9