

# Problem 1886: Determine Whether Matrix Can Be Obtained By Rotation

## Problem Information

**Difficulty:** Easy

**Acceptance Rate:** 58.83%

**Paid Only:** No

**Tags:** Array, Matrix

## Problem Description

Given two `n x n` binary matrices `mat` and `target`, return `true` \_if it is possible to make\_`mat` \_equal to\_`target` \_by\*\*rotating\*\*\_ `mat` \_in\*\*90-degree increments\*\*\_, or \_`false`\_ \_otherwise.\_

**Example 1:**



**Input:** mat = [[0,1],[1,0]], target = [[1,0],[0,1]] **Output:** true **Explanation:** We can rotate mat 90 degrees clockwise to make mat equal target.

**Example 2:**



**Input:** mat = [[0,1],[1,1]], target = [[1,0],[0,1]] **Output:** false **Explanation:** It is impossible to make mat equal to target by rotating mat.

**Example 3:**



**Input:** mat = [[0,0,0],[0,1,0],[1,1,1]], target = [[1,1,1],[0,1,0],[0,0,0]] **Output:** true  
**Explanation:** We can rotate mat 90 degrees clockwise two times to make mat equal target.

**\*\*Constraints:\*\***

\* `n == mat.length == target.length` \* `n == mat[i].length == target[i].length` \* `1 <= n <= 10` \*  
`mat[i][j]` and `target[i][j]` are either `0` or `1`.

## Code Snippets

**C++:**

```
class Solution {  
public:  
    bool findRotation(vector<vector<int>>& mat, vector<vector<int>>& target) {  
  
    }  
};
```

**Java:**

```
class Solution {  
public boolean findRotation(int[][] mat, int[][] target) {  
  
}  
}
```

**Python3:**

```
class Solution:  
    def findRotation(self, mat: List[List[int]], target: List[List[int]]) ->  
        bool:
```