**Rotate Matrix**

#include <bits/stdc++.h>

void rotateMatrix(vector<vector<int>> &mat, int n, int m)

{

int i,j,left,right,top,bottom;

int temp1,temp2;

left=0;top=0;right=m-1;bottom=n-1;

while(top<bottom&&left<right)

{

temp2=mat[top][left];

for(i=left+1;i<=right;i++)

{

temp1= mat[top][i];

mat[top][i]=temp2;

temp2=temp1;

}

top++;

for(i=top;i<=bottom;i++)

{

temp1=mat[i][right];

mat[i][right]=temp2;

temp2=temp1;

}

right--;

for(i=right;i>=left;i--)

{

temp1=mat[bottom][i];

mat[bottom][i]=temp2;

temp2=temp1;

}

bottom--;

for(i=bottom;i>=top;i--)

{

temp1=mat[i][left];

mat[i][left]=temp2;

temp2=temp1;

}

left++;

mat[top-1][left-1]=temp2;

}

}