# **54.** Spiral Matrix

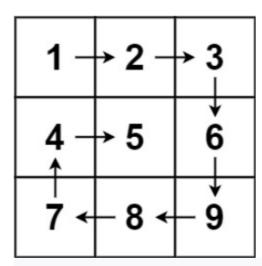
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## Question

#### 原文:

Given an  $m \times n$  matrix, return all elements of the matrix in spiral order.

#### Example 1:



Input: matrix = [[1,2,3],[4,5,6],[7,8,9]]

Output: [1,2,3,6,9,8,7,4,5]

#### 我的理解:

就是按照螺旋順序輸出陣列

#### 翻譯:

#### 自評翻譯正確性:100

• Word Memory:

## Code

54. Spiral Matrix

```
class Solution {
 public:
             vector<int> spiralOrder(vector<vector<int>>& matrix) {
                         int R_move=1,B_move=0,L_move=0,T_move=0;//record move type
                         int \ R\_side=matrix[0].size()-1, B\_side=matrix.size()-1, L\_side=0, T\_side=0; //record \ side \ value \ for the property of t
                         int step=matrix[0].size()*matrix.size();//count how many step
                         int temp=0;
                         vector<int> ans;
                         while(temp<step){</pre>
                                     if(R_move==1){
                                                  for(int i=L_side;i<=R_side;i++){//R_move Left->Right T_side++
                                                              ans.push_back(matrix[T_side][i]);
                                                  }
                                                  R_move=0;
                                                  B_move=1;
                                                 T_side++;
                                     }
                                      else if(B_move==1){
                                                  for(int i=T_side;i<=B_side;i++){//B_move Top->Bottom R_side--
                                                              ans.push_back(matrix[i][R_side]);
                                                              temp++;
                                                  B_move=0;
                                                  L_move=1;
                                                  R_side--;
                                      else if(L_move==1){
                                                  for(int i=R_side;i>=L_side;i--){//L_move Right->Left B_side--
                                                              ans.push_back(matrix[B_side][i]);
                                                              temp++;
                                                  L_move=0;
                                                  T_move=1;
                                                  B_side--;
                                      else if(T_move==1){
                                                  for(int i=B_side;i>=T_side;i--){//T_move Bottom->Top L_side++
                                                              ans.push_back(matrix[i][L_side]);
                                                              temp++;
                                                  }
                                                  T_move=0;
                                                  R_move=1;
                                                  L_side++;
                         return ans;
            }
};
```

思路:螺旋主要分為四種移動方式往右、往下、往左、往上,並且會依次 循環

往右:以left side value為起點, right side value為終點, 走過一上橫列Top往內縮

54. Spiral Matrix

- 往下:以Top side value為起點,Bottom side value為終點,走過一右直列Right往內縮
- 往左:以right side value為起點, left side value為終點, 走過一下橫列bottom往內縮
- 往上:以bottom side value為起點,top side value為終點,走過一左直列left往內縮

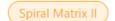
並且每動一步temp++,當temp==元素總數時表示已經走完matrix

Success Details >

Runtime: 3~ms, faster than 45.68% of C++ online submissions for Spiral Matrix.

Memory Usage: 7 MB, less than 29.09% of C++ online submissions for Spiral Matrix.

Next challenges:



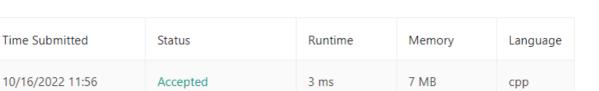
Spiral Matrix III

Spiral Matrix IV

Show off your acceptance:







### 優良code參考

思路:

54. Spiral Matrix 3