

MATRIX MANIPULATION

Exercises:

- 1)

```
int m1[][3]={1, 2, 3}, {2, 3, 4}, {3, 4, 5};
int m2[][3]={1, 2, 3}, {2, 3, 4}, {3, 4, 5}, i, j;
for(i=0; i<3; i++)
{
    for(j=0; j<3; j++)
        printf("%d ", m1[i][j]+m2[i][j]);
    printf("\n");
}
```
- 2)

```
int a[][3]={1, 2, 3}, {4, 5, 6}, {7, 8, 9}, b[3][3], i, j;
printf("Entered matrix : \n");
for(i=0; i<3; i++)
{
    for(j=0; j<3; j++)
        printf("%d ", a[i][j]);
    printf("\n");
}
for(i=0; i<3; i++)
    for(j=0; j<3; j++)
        b[j][i]=a[i][j];
printf("Transpose of matrix : \n");
for(i=0; i<3; i++)
{
```

```

        for(j=0; j<3; j++)
            printf("%d ", b[i][j]);
        printf("\n");
    }

```

3) `int a[][3]={1, 2, 3}, {14, 5, 16}, {7, 8, 9}}, i, j, l, r, c;`
`l=a[0][0];`
`printf("Entered matrix : \n");`
`for(i=0; i<3; i++)`
`{`
 `for(j=0; j<3; j++)`
 `{`
 `printf("%d ", a[i][j]);`
 `if(a[i][j]>l)`
 `{`
 `l=a[i][j];`
 `r=i+1;`
 `c=j+1;`
 `}`
 `}`
 `printf("\n");`
`}`
`printf("Largest element is : %d\n", l);`
`printf("Row = %d\n", r);`
`printf("Column = %d", c);`

4) `int a[][3]={1, 2, 3}, {4, 5, 6}, {7, 8, 9}}, i, j, c;`
`printf("Entered matrix : \n");`
`for(i=0; i<3; i++)`

```

{
    for(j=0; j<3; j++)
        printf("%d ", a[i][j]);
    printf("\n");
}
for(i=0; i<3; i++)
{
    c=a[0][i];
    a[0][i]=a[2][i];
    a[2][i]=c;
}
printf("After interchanging row 1 with row 3\n");
for(i=0; i<3; i++)
{
    for(j=0; j<3; j++)
        printf("%d ", a[i][j]);
    printf("\n");
}

```

5) int a[3][4], i, j, s;

```

printf("Input elements of a 2x3 matrix row wise : ");
for(i=0; i<2; i++)
    for(j=0; j<3; j++)
        scanf("%d", &a[i][j]);

printf("\nEntered matrix\n");
for(i=0; i<2; i++)
{
    for(j=0; j<3; j++)
        printf("%d ", a[i][j]);

```

```

        printf("\n");
    }
    for(i=0; i<2; i++)
    {
        s=0;
        for(j=0; j<3; j++)
            s+=a[i][j];
        a[i][j]=s;
    }

    for(i=0; i<=3; i++)
    {
        s=0;
        for(j=0; j<2; j++)
            s+=a[j][i];
        a[j][i]=s;
    }

    printf("\nModified matrix\n");
    for(i=0; i<3; i++)
    {
        for(j=0; j<4; j++)
            printf("%d ", a[i][j]);
        printf("\n");
    }

```

- 6) `int a[3][3], i, j, c=0;`
`printf("Input elements of a 3x3 matrix row wise : ");`
`for(i=0; i<3; i++)`
 `for(j=0; j<3; j++)`

```

scanf("%d", &a[i][j]);

printf("\nEntered matrix\n");
for(i=0; i<3; i++)
{
    for(j=0; j<3; j++)
    {
        printf("%d ", a[i][j]);
        if(a[i][j]==0)
            c++;
    }
    printf("\n");
}
if(c>(3*3)/2)
    printf("Sparse matrix!");
else
    printf("Not a sparse matrix!");

```

7) `int a[4][4], i, j, c=0;`
`for(i=0; i<4; i++)`
`{`
 `for(j=0; j<4; j++)`
 `{`
 `if(i==j)`
 `a[i][j]=1;`
 `else`
 `a[i][j]=0;`
 `printf("%d ", a[i][j]);`
 `}`
`printf("\n");`

```
}
```

- 8) `int a[3][3]={1, 2, 3}, {4, 5, 6}, {7, 8, 9}, i, j, c=0;`
`printf("Elements of matrix are : \n");`
`for(i=0; i<3; i++)`
`{`
 `for(j=0; j<3; j++)`
 `printf("%d ", a[i][j]);`
 `printf("\n");`
`}`
`printf("Left diagonal elements : ");`
`for(i=0; i<3; i++)`
`{`
 `for(j=0; j<3; j++)`
 `if(i==j)`
 `printf("%d ", a[i][j]);`
`}`
`printf("\nRight diagonal elements : ");`
`for(i=0, j=2; i<3; i++, j--)`
 `printf("%d ", a[i][j]);`
- 9) `int a[4][5]={1, 2, 3, 4}, {2, 3, 4, 1}, {3, 4, 1, 2}, {4, 1, 2, 3};`
`int i, j, ind, n;`
`printf("Elements of matrix are : \n");`
`for(i=0; i<4; i++)`
`{`
 `for(j=0; j<4; j++)`
 `printf("%d ", a[i][j]);`
 `printf("\n");`

```

}

printf("Enter a number : ");
scanf("%d", &n);

for(i=0; i<4; i++)
    if(a[0][i]==n)
    {
        ind=i;
        break;
    }
for(i=0; i<4; i++)
{
    for(j=3; j>ind; j--)
        a[i][j+1]=a[i][j];
    a[i][j+1]=i+1;
}

printf("New matrix is : \n");
for(i=0; i<4; i++)
{
    for(j=0; j<5; j++)
        printf("%d ", a[i][j]);
    printf("\n");
}

```

Aptitude Questions:

1) 1 2 3
4 5 0

2) Error! Expected expression before ',' token

3) 0

4) Theoretically there are no limits upon the number of dimensions.

5) 2040, The row-wise memory mapping has been shown in the figure below

| | | | | | | | | | | | |
|----------------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| [0][0] | [0][1] | [0][2] | [0][3] | [1][0] | [1][1] | [1][2] | [1][3] | [2][0] | [2][1] | [2][2] | [2][3] |
| 2000 (Base) | 2004 | 2008 | 2012 | 2016 | 2020 | 2024 | 2028 | 2032 | 2036 | 2040 | 2044 |