

```
1  #include<stdio.h>
2  int main() {
3  int marks[3][2]={
4  {10,20},
5  {34,45},
6  {89,45}
7  };
8  int transpose[2][3];
9  for(int i=0;i<3;i++){
10     for(int j=0;j<2;j++){
11         transpose[j][i] = marks[i][j];
12     }
13 }
14 printf("===Transpose of matrix===\n");
15 for(int i=0;i<2;i++){
16     for(int j=0;j<3;j++){
17         printf("%d ",transpose[i][j]);
18     }
19     printf("\n");
20 }
21 return 0;
22 }
23
```