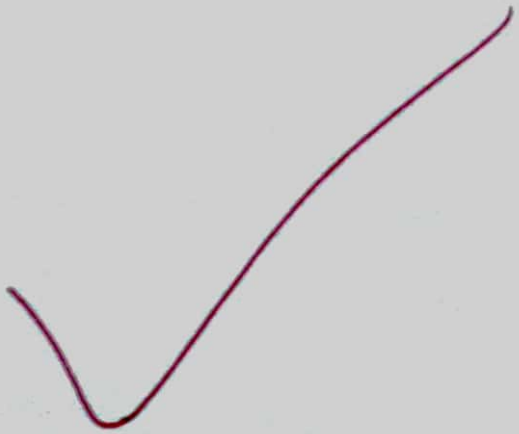
```
public void move (){
if ( stp == totalStps ){
direction = false ;
}
if ( stp == 1 ){
direction = true ;
}
if ( direction) {
stp ++ ; ;
}
if (!direction) {
stp -- ;
```



(b)
```
public static int[][] expandMatrix(int[][] matA){
    int[][] matB = new int[2*matA.length][2*matA[0].length];
    for (int r=0; r<matA.length; r++){
        for (int c=0; c<matA[0].length; c++){
            matB[2r][2c] = matA[r][c];
            matB[2r+1][2c] = matA[r][c];
            matB[2r][2c+1] = matA[r][c];
            matB[2r+1][2c+1] = matA[r][c];
        }
    }
    return matB;
}
```

```
{
(b) public static int[][] expandMatrix(int[][] matA){
    int[][] ans = new int[matA.length*2][matA[0].length*2];

    for(int r=0; r<matA.length; r++){
        for(int c=0; c<matA[0].length; c++){
            for(int rEx=0; rEx<2; rEx++){
                for(int cEx=0; cEx<2; cEx++){
                    ans[r*2+rEx][c*2+cEx] = matA[r][c];
                }
            }
        }
    }

    return ans;
}
```

```
}
public static int[][] expandMatrix(int[][] matA)
{
    int[][] expandedMatrix = new int[2*matA.length][2*matA[0].length];
    for(int r=0; r<expandedMatrix.length; r++){
        for(int c=0; c<expandedMatrix[0].length; c++){
            expandedMatrix[r][c] = matA[r/2][c/2];
        }
    }
    return expandedMatrix;
```

(6)

```
for(int r=0;r<ans.length;r+=2){
    for(int c=0;c<ans[0].length;c+=2){
        if(index<al.size()){
            ans[r][c] = al.get(index);
            ans[r+1][c] = al.get(index);
            ans[r][c+1] = al.get(index);
            ans[r+1][c+1] = al.get(index);index++;
        }
    }
}
return ans;
```


Use a pencil only. Do NOT write your name. Do NOT write outside the box.