1. elems = []

k = 1

for i in range(ind\_i, -1, -1):

if (ind\_i + ind\_j >= n-1) and i == 0:

break

for j in range(ind\_j+k, n):

elems.append(a[i][j])

k += 1

l = ind\_j

if ind\_i != n-1:

for i in range(ind\_i+1, n):

l -= 1

if (ind\_i + ind\_j < n-1) and l == 0:

for j in range(l+1, n):

elems.append(a[i][j])

continue

if l == -1:

if i == n-1:

for j in range(n):

elems.append(a[n-1][j])

else:

for t in range(i, n):

for j in range(n):

elems.append(a[t][j])

break

for j in range(l+1, n):

elems.append(a[i][j])

print(elems)

1. if ind\_max\_i < ind\_min\_i:

#1

bol = True

for i in range(ind\_max\_i, ind\_min\_i+1):

if bol == True:

for j in range(ind\_max\_j+1, n):

c.append(a[i][j])

bol = False

else:

if i == ind\_min\_i:

for j in range(0, ind\_min\_j):

c.append(a[i][j])

else:

for j in range(0, n):

c.append(a[i][j])

if ind\_max\_i == ind\_min\_i:

if ind\_max\_j < ind\_min\_j:

#1

if ind\_max\_j+1 == ind\_min\_j:

print("There's no elements")

else:

for j in range(ind\_max\_j+1, ind\_min\_j):

c.append(a[i][j])

if ind\_max\_j > ind\_min\_j:

#2

if ind\_min\_j+1 == ind\_max\_j:

print("There's no elements")

else:

for j in range(ind\_min\_j+1, ind\_max\_j):

c.append(a[i][j])

if ind\_max\_j == ind\_min\_j:

print("There's no elements")

if ind\_max\_i > ind\_min\_i:

#2

bol = True

for i in range(ind\_min\_i, ind\_max\_i+1):

if bol == True:

for j in range(ind\_min\_j+1, n):

c.append(a[i][j])

bol = False

else:

if i == ind\_max\_i:

for j in range(0, ind\_max\_j):

c.append(a[i][j])

else:

for j in range(0, n):

c.append(a[i][j])

1. cel = n

left = 0

right = n

temp = 0

if n%2!=0:

for k in range(n):

if cel == 1:

if k+1 > n//2 + 1:

for f in range(n-1):

for i in range(left, right-f-1):

if a[i][k] < a[i+1][k]:

temp = a[i][k]

a[i][k] = a[i+1][k]

a[i+1][k] = temp

left -= 1

right += 1

else:

left -= 1

right += 1

else:

for f in range(n-1):

for i in range(left, right-f-1):

if a[i][k] < a[i+1][k]:

temp = a[i][k]

a[i][k] = a[i+1][k]

a[i+1][k] = temp

left += 1

right -= 1

cel -= 2