

# EE 2905

Dr. Johnson

## Program 9

No capabilities beyond those  
discussed in class or in the notes  
are allowed

Write a program to read in a 2-dimensional  $n \times n$  array of integers, print the array, rotate it left or right and print out the new array

Note – you will have to set the value for N as a #define – mbed does not support run time array sizing

use the following function prototypes:

```
#define N 5
```

```
// function prototypes
```

```
void get_ary(int size, int ary[][N]);
```

```
void print_ary(int size, const int ary[][N]);
```

```
void rotate_ary(int size, const int in_ary[][N], int out_ary[][N]); // out_ary is the rotated version of in_ary
```

```
// this function asks the user which direction to rotate
```

Don't just go search the web – see if you can figure this out yourself

Reminder – no capabilities beyond what we have discussed

```
program_9
Using Mbed OS version 6.10.0

Welcome to array rotation program

please enter the values for row 0: 1 2 3 4 5
please enter the values for row 1: 6 7 8 9 10
please enter the values for row 2: 11 12 13 14 15
please enter the values for row 3: 16 17 18 19 20
please enter the values for row 4: 21 22 23 24 25
The array you entered is:
  1   2   3   4   5
  6   7   8   9  10
 11  12  13  14  15
 16  17  18  19  20
 21  22  23  24  25

Would you like to rotate the array right (R) or left(L)? R
 21  16  11   6   1
 22  17  12   7   2
 23  18  13   8   3
 24  19  14   9   4
 25  20  15  10   5

please enter the values for row 0: 1 2 3 4 5
please enter the values for row 1: 6 7 8 9 10
please enter the values for row 2: 11 12 13 14 15
please enter the values for row 3: 16 17 18 19 20
please enter the values for row 4: 21 22 23 24 25
The array you entered is:
  1   2   3   4   5
  6   7   8   9  10
 11  12  13  14  15
 16  17  18  19  20
 21  22  23  24  25

Would you like to rotate the array right (R) or left(L)? L
  5  10  15  20  25
  4   9  14  19  24
  3   8  13  18  23
  2   7  12  17  22
  1   6  11  16  21

please enter the values for row 0:
```