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The Virtual Learning Environment for Computer Programming

Rotate X12162_en

To confuse his pursuers, Neo has invented a way to rotate the Matrix. However, Neo can only rotate the Matrix 90° , 180° , or 270° . Help Neo compute a given rotation of the Matrix.

Input

The input consists of several test cases. Each test case starts with the number of rows $1 \le n \le 100$ and the number of columns $1 \le m \le 100$ of the Matrix, as well as the number of degrees d that Neo wants to rotate the Matrix. This is followed by n rows with m integers each.

Output

For each test case, the matrix that results from rotating the Matrix *d* degrees.

Sample input 1

3	4	90	
9	1	2	4

2 7 2 3

7 5 1 3

Sample input 2

4 2 0

9 2

4 7

5
8

Sample input 3

3 3 180

9 1 2

6 2 7

8 4 4

Sample output 1

4 3 3

2 2 1

1 7 5

9 2 7

Sample output 2

9 2

4 7

1 5 3 8

5

Sample output 3

4 4 8

7 2 6

2 1 9

Problem information

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