

Section Handout #1 Solutions

If you have any questions about the solutions to the problems in this handout, feel free to reach out to your section leader, Aaron, or Chris for more information.

1. Mirror

```
void mirror(Grid<int> &grid) {
    for (int r = 0; r < grid.numRows(); r++) {
        for (int c = r + 1; c < grid.numCols(); c++) { // start at r+1 rather
            int temp = grid[r][c];                    // than 0 to avoid
                                                    // double-swapping

            grid[r][c] = grid[c][r];
            grid[c][r] = temp;
        }
    }
}
```

2. Rotate Clockwise

```
void rotateClockwise90Degrees(Grid<int> &grid) {
    int size = grid.numRows();
    for (int layer = 0; layer < size / 2; layer++) { // move from outer layer to center
        int first = layer;
        int last = size - 1 - layer;

        // Go through the cells in a row/column to rotate
        for (int curr = first; curr < last; curr++) {
            int offset = curr - first;
            int top = grid[first][curr];                // save top

            grid[first][curr] = grid[last - offset][first]; // left => top
            grid[last - offset][first] = grid[last][last - offset]; // bottom => left
            grid[last][last - offset] = grid[curr][last]; // right => bottom
            grid[curr][last] = top;                    // top => right
        }
    }
}
```

3. Cumulative

```
void cumulative(Vector<int> &v) {
    for (int i = 1; i < v.size(); i++) {
        v[i] += v[i - 1];
    }
}
```

4. Stretch

```
void stretch(Vector<int> &v) {
    int size = v.size();

    for (int i = 0; i < size * 2; i += 2) {
```

