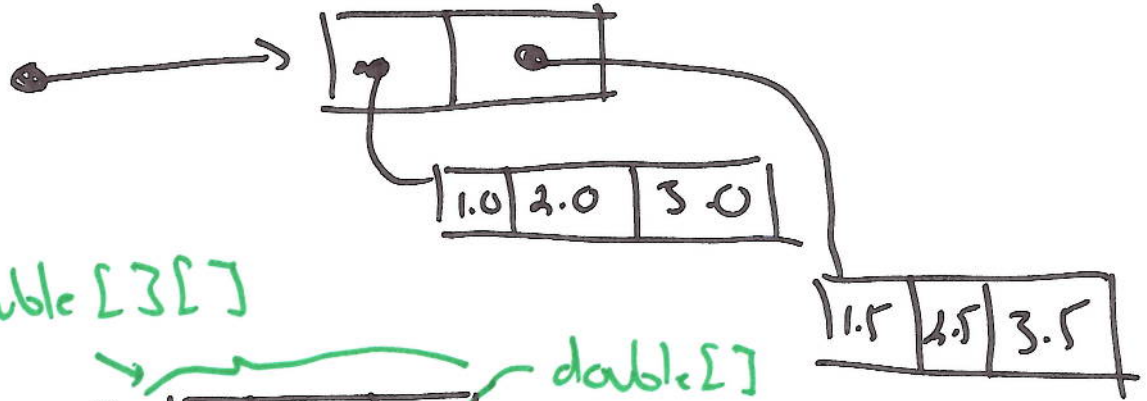
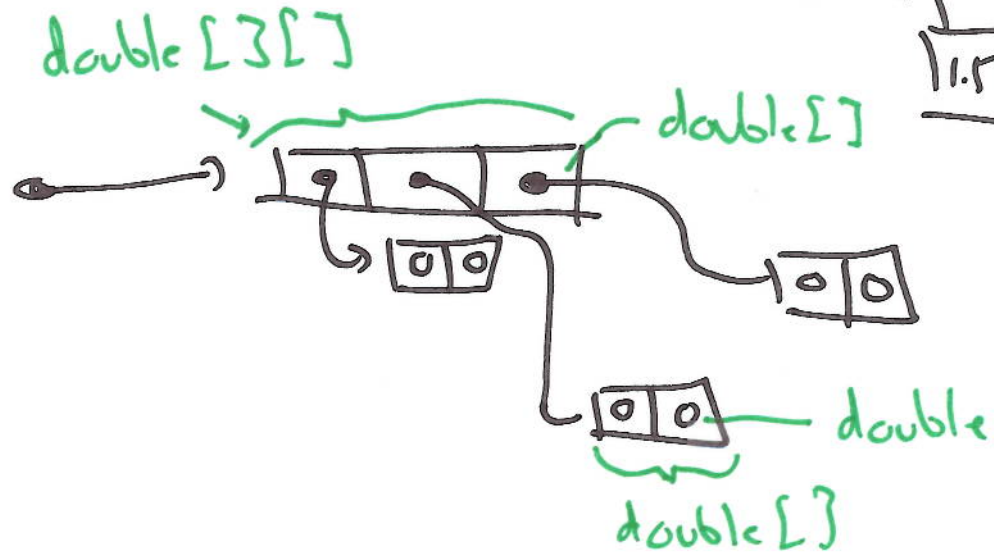


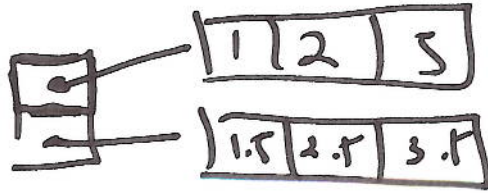
matrice



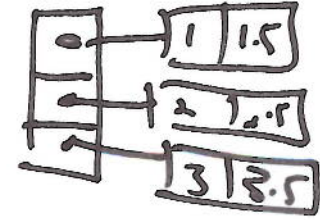
transpose



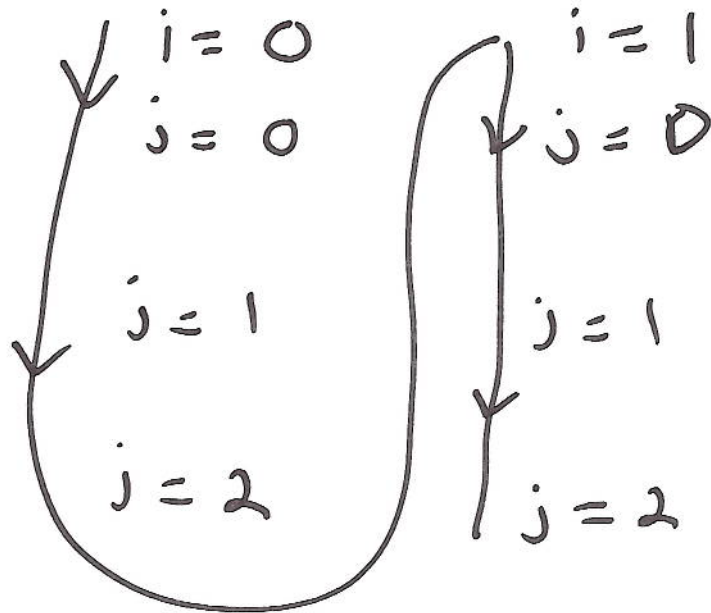
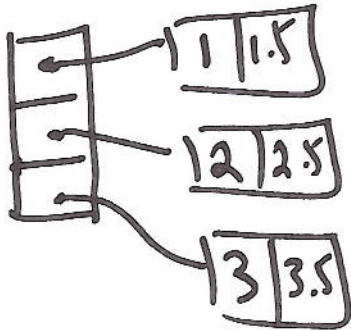
matrix

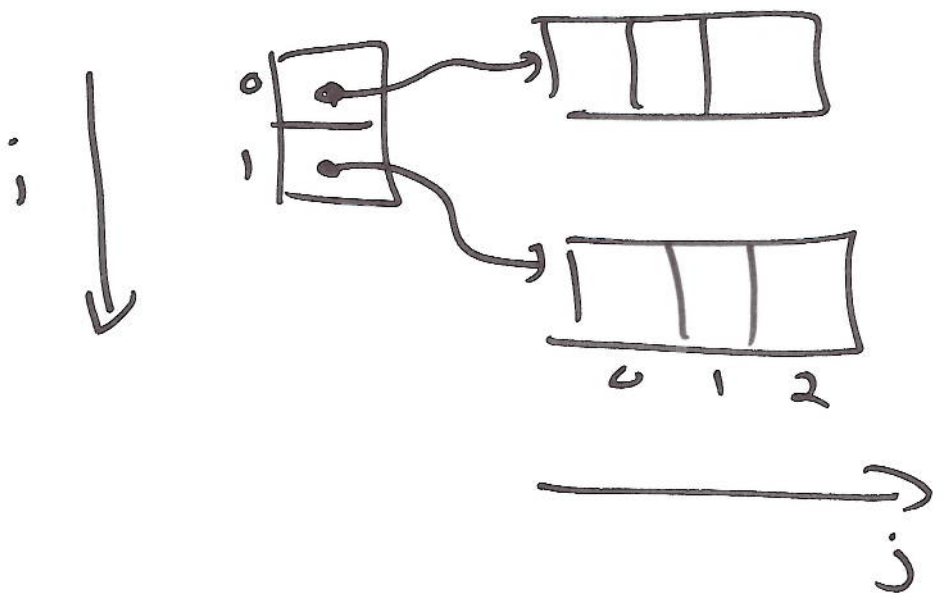


Create Transpose

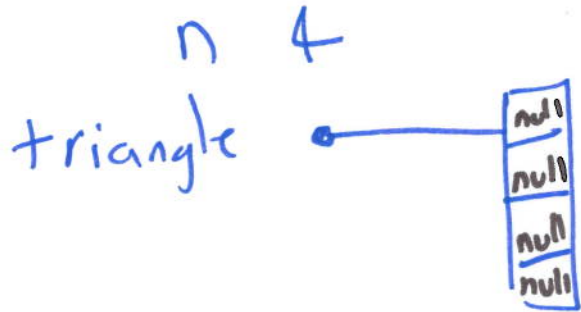


Transpose

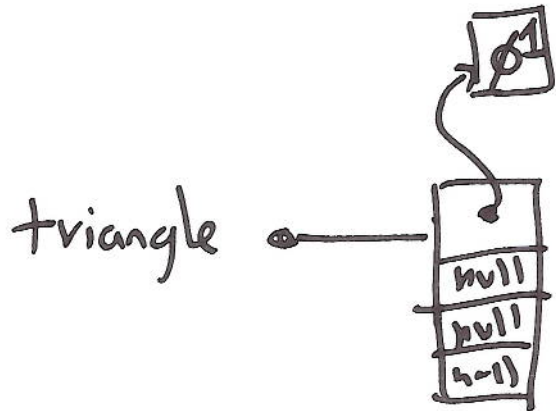




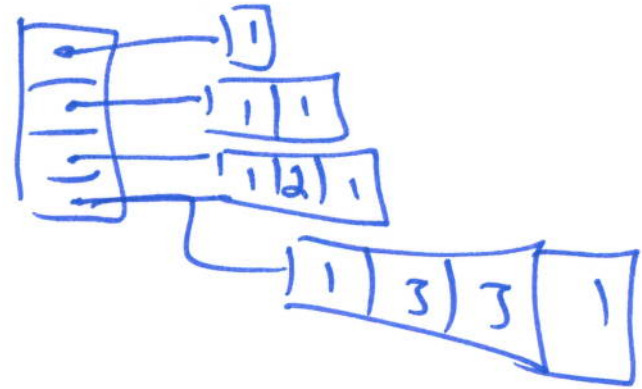
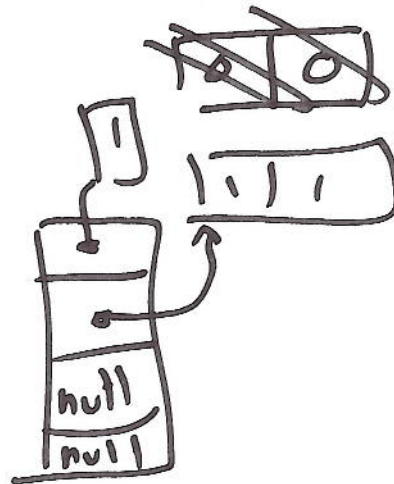
makeTriangle(4)



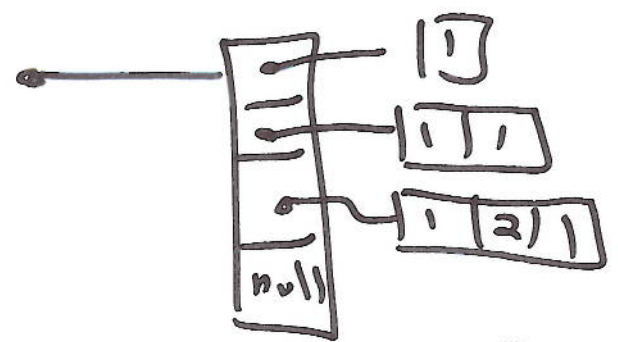
i = 0



i = 1



n=4
i=3
triangle



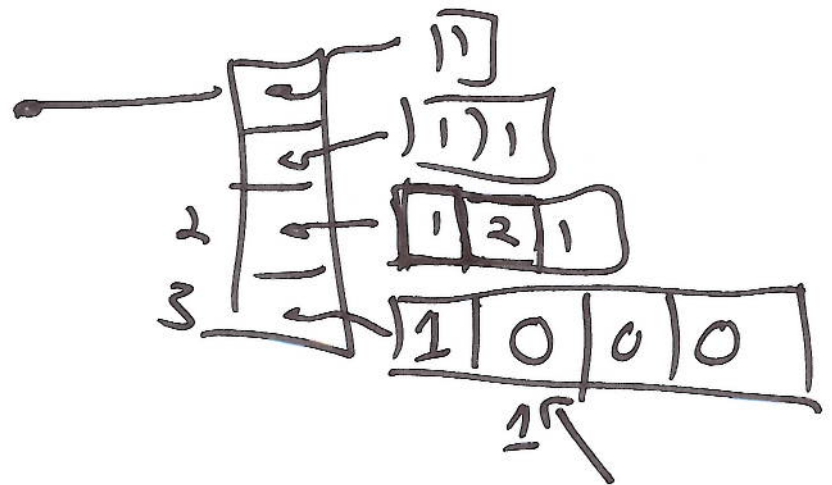
triangle[i] = new int[i+1]
triangle[i][0] = 1

n=4
i=3
triangle

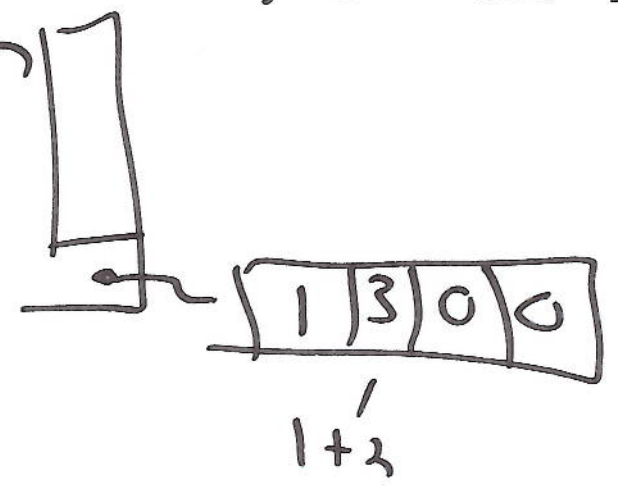
~~j=1~~
j < i

triangle[i][j]
= triangle[i-1][j]
+ triangle[i-1][j-1]

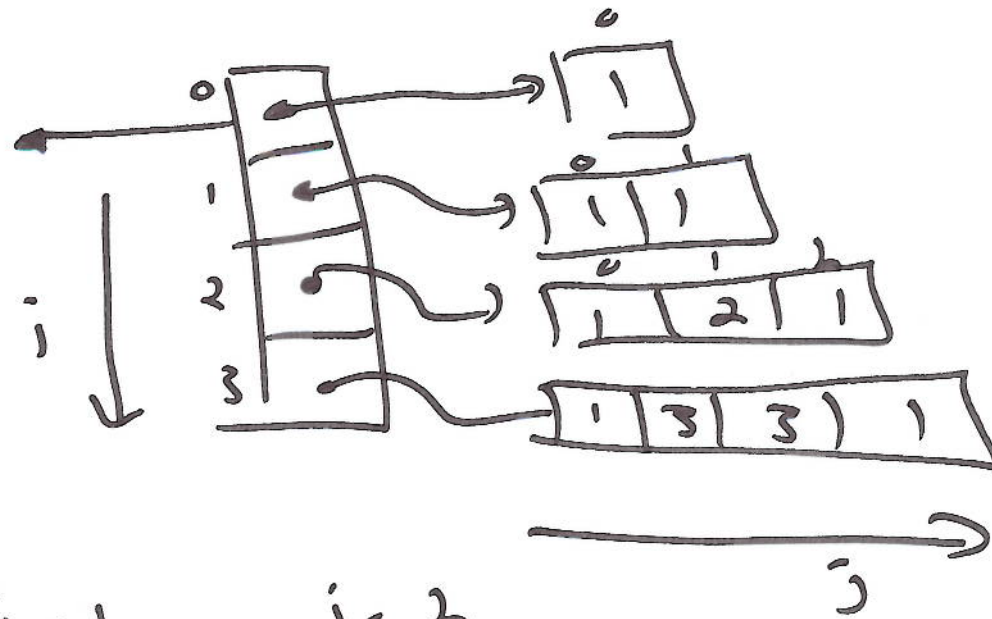
n=4
i=3
triangle



triangle



triangle



$i = 0$
 $j = 0$

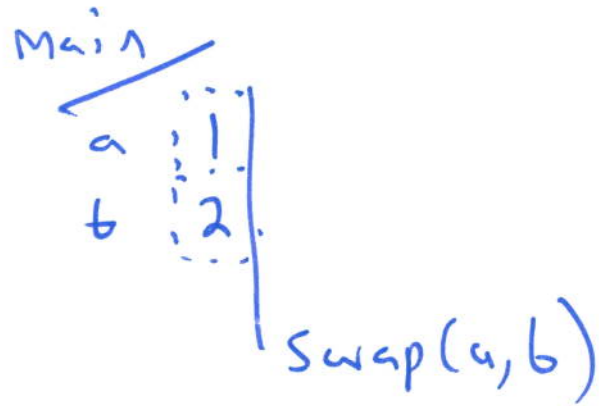
$i = 1$
 $j = 0$

$i = 2$
 $j = 0$

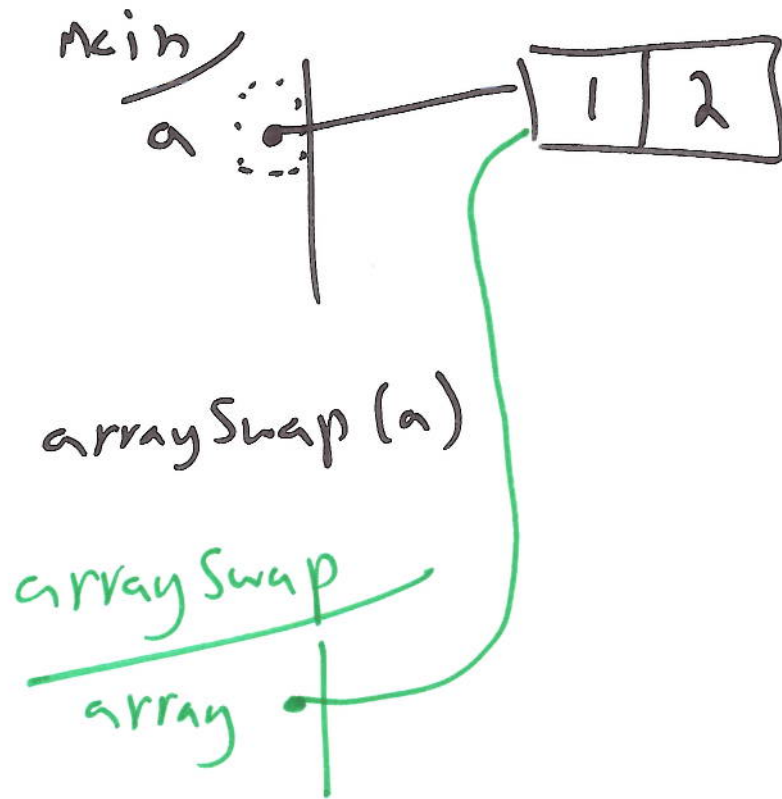
$i = 1$
 $j = 1$

$i = 2$
 $j = 1$

$i = 2$
 $j = 2$

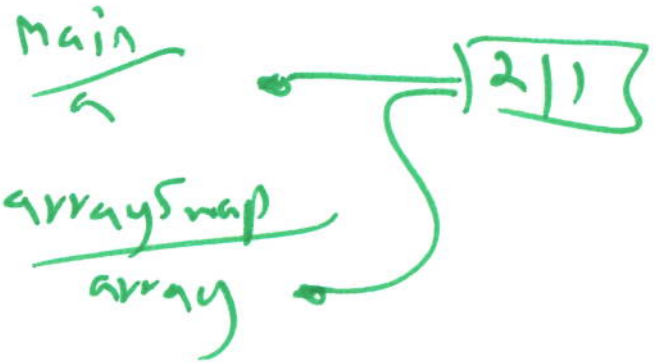


Swap	temp = x	x = y	y = temp
x	1	x 2	x 2
y	2	y 2	y 1
temp	1	temp 1	temp 1

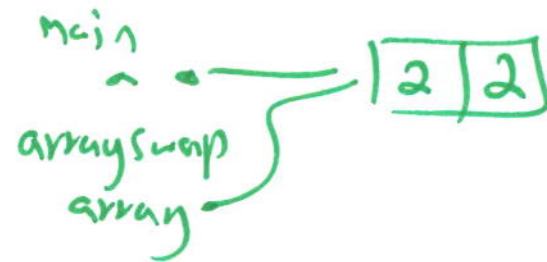


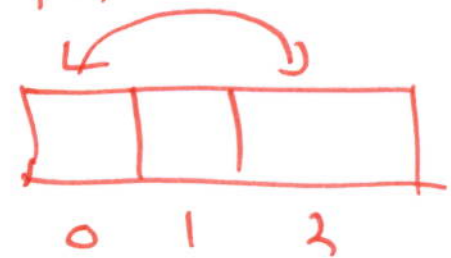
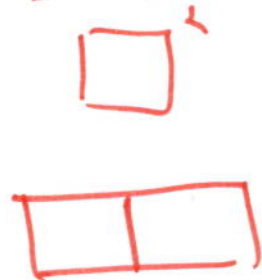
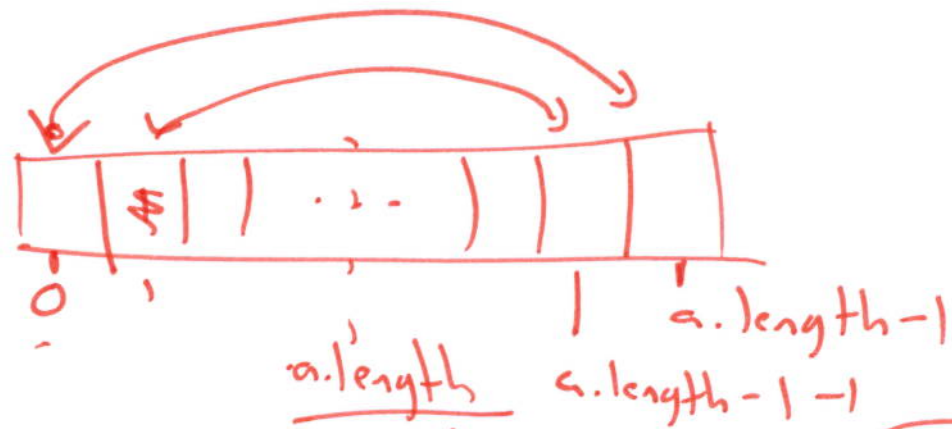
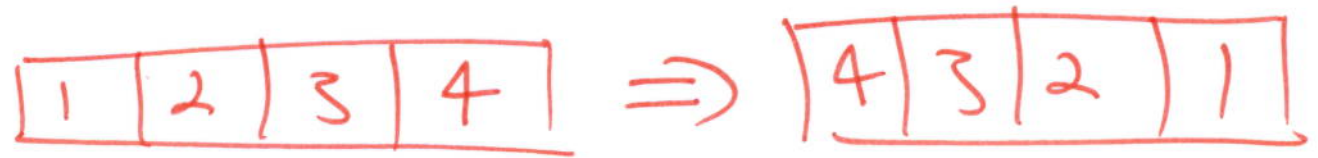
temp = array[0]
temp = 1

array[1] = temp;



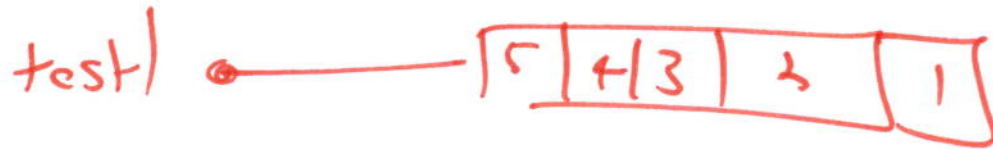
array[0] = array[1]



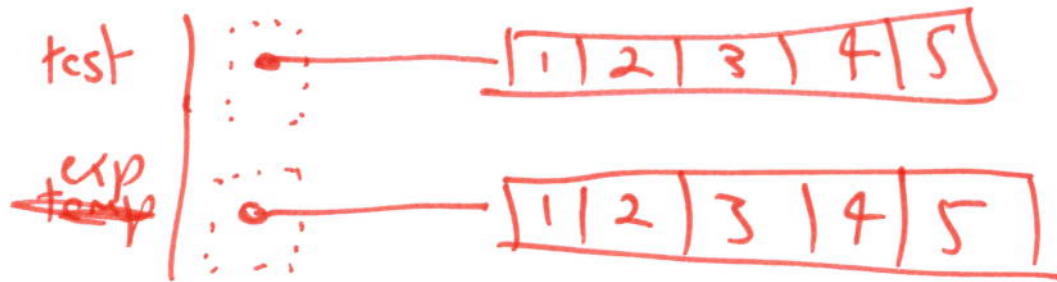


$a.length = 3$

$$\left\lfloor \frac{a.length}{2} \right\rfloor = \frac{3}{2} \lfloor 1.5 \rfloor$$



reverse(test)



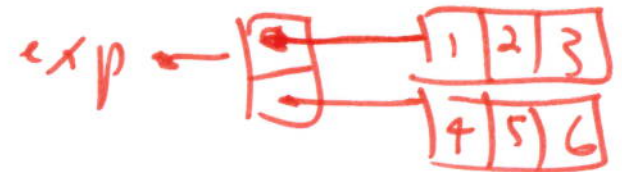
test == exp? X

Arrays.equals(test, exp)

test.length == exp.length

test[0] == exp[0]

test[1] == exp[1]



Arrays.equals(test, exp) X

test.length == exp.length

test[0] == exp[0] X

