

Experiment no – 04(a)

Aim: a. Write a program to print the pattern of asterisks as shown below :

```
*  
  
* *  
  
* * *  
  
* * * *
```

Code:

```
#include<stdio.h>  
  
int main()  
{ printf("01-AlstonAlvares.\n");  
  int i, j, n;  
  /* for used as row wise */  
  for(i=1; j<=4; ++i)  
  {  
    /* for used as column wise */  
    for(j=1; j<=i; ++j)  
    {  
      printf("*");  
    }  
    printf("\n");  
  }  
  return 0;  
}
```

Output:

```
01-AlstonAlvares.  
*  
**  
***  
****  
  
...Program finished with exit code 0  
Press ENTER to exit console.□
```

Experiment no – 04(b)

Aim: Write a program to print the pattern of asterisks as shown below :

* * * * *

* * * *

* * *

* *

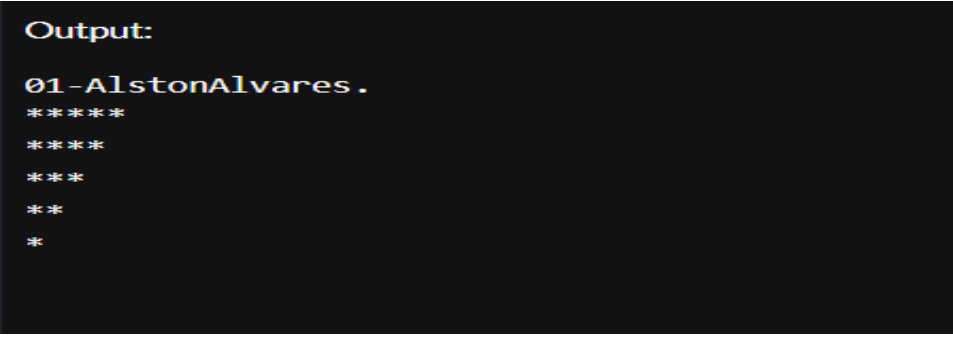
*

Code:

```
#include<stdio.h>

int main()
{ printf("01-AlstonAlvares.\n");
  int i, j;
  /* for used as row wise */
  for(i=5; i>=1; i--)
  {
    /* for used as column wise */
    for(j=1; j<=i; j++)
    {
      printf("*");
    }
    printf("\n");
  }
  return 0; }
```

Output:



The screenshot shows the output of the C program. It starts with the text "01-AlstonAlvares." followed by a pattern of five rows of asterisks. The first row has 5 asterisks, the second has 4, the third has 3, the fourth has 2, and the fifth has 1. The asterisks are aligned to the left of each row.

```
Output:
01-AlstonAlvares.
*****
****
***
**
*
```

Experiment no – 04(c)

Aim: Write a program to print Floyd's Triangle.

Code:

```
#include <stdio.h>

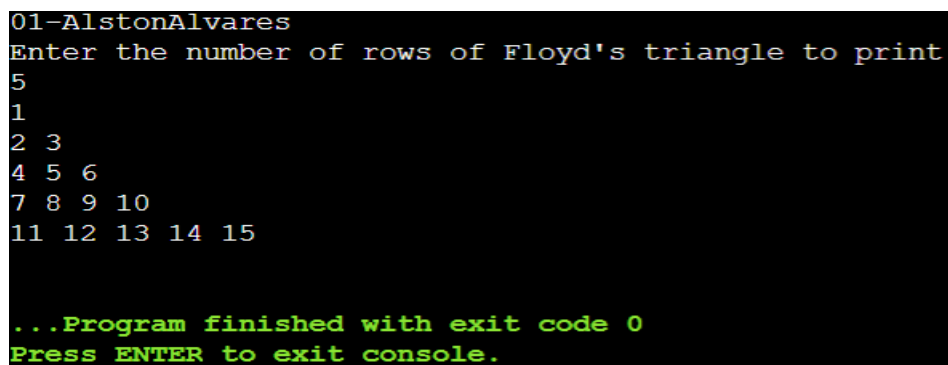
int main()
{ printf("01-AlstonAlvares\n");

  int n, i, c, a = 1;

  printf("Enter the number of rows of Floyd's triangle to print\n");
  scanf("%d", &n);

  for (i = 1; i <= n; i++)
  {
    for (c = 1; c <= i; c++)
    {
      printf("%d ", a); // Please note space after %d
      a++;
    }
    printf("\n");
  }
  return 0;
}
```

Output:



```
01-AlstonAlvares
Enter the number of rows of Floyd's triangle to print
5
1
2 3
4 5 6
7 8 9 10
11 12 13 14 15

...Program finished with exit code 0
Press ENTER to exit console.
```

