Experiment no – 04(a)

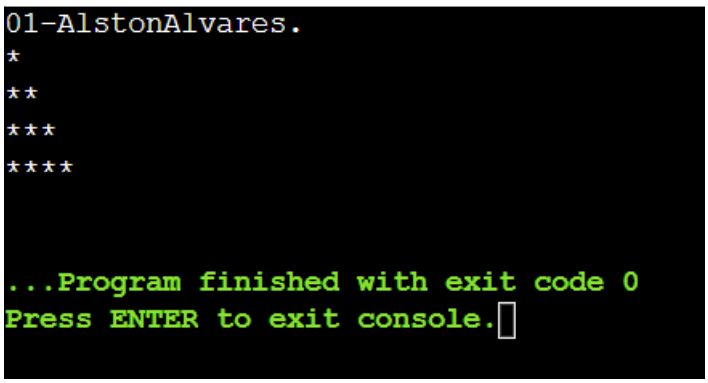
Aim: **a. Write a program to print the pattern of asterisks as shown below :**

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

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:



Experiment no – 04(b)

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

*** * * * ***

*** * * ***

*** * ***

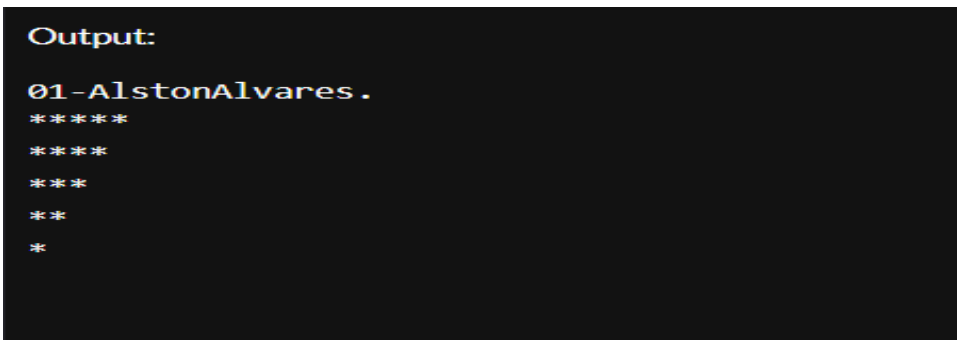
*** ***

*****

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:



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.
```