Question 1: Write C programs to display the following patterns using nested loop construct  $\ \ \,$ 

```
a) Pattern: 1 2 3 (repeated 4 times)
#include <stdio.h>
int main()
    int i, j;
    for (i = 1; i <= 4; i++)
        for (j = 1; j \le 3; j++)
            printf("%d ", j);
        printf("\n");
    return 0;
}
b) Pattern: 1 2 1 (repeated 5 times)
 1 2 1
 1 2 1
 1 2 1
 1 2 1
 1 2 1
#include <stdio.h>
int main()
    int i, j;
    for (i = 1; i <= 5; i++)
        // First part: print "1 2"
        for (j = 1; j <= 2; j++)
```

```
printf("%d ", j);
        }
        // Second part: print "1"
        for (j = 1; j \leftarrow 1; j++)
            printf("1");
        printf("\n");
    return 0;
}
c) Pattern: 4 3 2 1 (repeated 5 times)
Note: i-- decrements the value of i by 1.
#include <stdio.h>
int main()
    int i, j;
    for (i = 1; i <= 5; i++)
        for (j = 4; j >= 1; j--)
            printf("%d ", j);
        printf("\n");
    return 0;
}
d) Pattern: Right-aligned number triangle
    2
  2 3 4
2 3 4 5 6
```

```
002 3 4
 2 3 4 5 6
                               0 => spaces (just for counting purposes)
                        AP \rightarrow 4,2,0
spaces
i OUTPUT
                        d = 2 - 4 = -2
            4
1 0000
                        a_i = a + (i-1)d
2 00
            2
                              = 4 + (i-1)(-2)
                              = 6 - 2*i
            0
numbers
i
   OUTPUT
                       AP \rightarrow 1, 3, 7
      2
                  1
   2 3 4
                        d = 3-1 = 2
                  3
3 2 3 4 5 6
                        a_i = a + (i-1)(d)
                 7
                              = 1 + (i-1)2
                              = 1 + 2*i - 2
                              = -1 + 2*i
#include <stdio.h>
int main()
    int i, j, k;
    for (i = 1; i \le 3; i++)
        // Print spaces
        for (j = 1; j \leftarrow (6-2*i); j++)
        {
             printf(" ");
        // Print numbers
        for (k = 1; k <= (-1 + 2*i); k++)
             printf("%d ", k+1);
        printf("\n");
    return 0;
}
```

e) Pattern: Diamond number pattern

```
1
1 2 1
1 2 3 2 1
00001
001 2 1
1 2 3 2 1
```

spaces are taken as 0's (so its easier to count for calculating)

```
i
      spaces
                  j
                               AP \rightarrow 4, 2, 0
1
                               d = 2-4 = -2
      0000
                  4
                  2
                               a_i = a + (i-1)(d)
2
      00
3
                  0
                                     = 4 + (i-1)(-2)
                                     = 4 - 2*i + 2
                                     = 6 - 2*i
```

ascending numbers

```
OUTPUT
i
                  j
                              AP \rightarrow 1, 2, 3
1
        1
                  1
                              d = 2-1 = 1
2
      1 2
                  2
                              a_i = a + (i-1)(d)
3
    1 2 3
                  3
                                    = 1 + (i-1)(1)
                                    = 1 + i - 1
                                    = i
```

descending numbers

```
i OUTPUT j d = 1 - 0, 1, 2

d = 1-0 = 1

1 0 a_i = a + (i-1)(d)

2 1 1 = 0 + (i-1)(1)

3 2 1 2 = i-1
```

```
printf(" ");
        }
        // Print ascending numbers
        for (k = 1; k <= i; k++)
        {
             printf("%d ", k);
        }
        // Print descending numbers
        for (k = (i-1); k >= 1; k--)
             printf("%d ", k);
        printf("\n");
    return 0;
}
f) Pattern: Diamond star pattern
    000000*
    0000* * *
    00* * * *
    * * * * * * *
    00* * * * *
    0000* * *
    000000*
spaces are taken as 0's (so its easier to count for calculating)
upper half spaces
i
     OUTPUT
                       AP \rightarrow 6, 4, 2, 0
                  j
1
    000000
                 6
                           d = 4-6 = -2
                           a_i = a + (i-1)(d)
2
   0000
                  4
3
   00
                 2
                           = 6 + (i-1)(-2)
4
                 0
                           = 6 - 2*i + 2
                           = 8 - 2*i
lower half stars
                       AP \rightarrow 1, 3, 5, 7
i
      OUTPUT
                  j
1
                 1
                         d = 3-1 = 2
                  3
                         a_i = a + (i-1)(d)
                             = 1 + (i-1)(2)
                 5
                 7
                             = 1 + 2*i - 2
                             = 2*i - 1
```

```
For bottom half (descending):
                        AP \rightarrow 2, 4, 6 \text{ (for i = 3, 2, 1)}
      spaces
                  j
3
      00
                  2
                             Using same formula: 8 - 2*i
2
      0000
                  4
                               When i=3: 8-2*3 = 2
1
      000000
                  6
                               When i=2: 8-2*2 = 4
                               When i=1: 8-2*1 = 6
                        AP \rightarrow 5, 3, 1 (for i = 3, 2, 1)
i
      OUTPUT
                  j
3
                  5
                           Using same formula: 2∗i - 1
2
                  3
                               When i=3: 2*3-1 = 5
       * * *
1
         *
                  1
                               When i=2: 2*2-1 = 3
                               When i=1: 2*1-1 = 1
#include<stdio.h>
int main(){
    int i, j;
    // upper half rows (including middle)
    for (i = 1; i \leftarrow 4; i++){
         // upper half spaces
         for(j = 1; j \le 8 - i*2; j++){
                  printf(" ");
         // upper half stars
         for(j = 1; j \le 2*i - 1; j++){
                  printf("* ");
         }
         printf("\n");
    }
    // lower half rows
    for (i = 3; i >= 1; i--){
        // lower half spaces
        for(j = 1; j \le 8 - i*2; j++){
                  printf(" ");
         }
         // lower half stars
         for(j = 1; j \le 2*i - 1; j++){
                  printf("* ");
         printf("\n");
    }
    return 0;
}
```