Program 11. Use of break.

Program 12. Pattern1

```
// *
// **
// ***
```

```
Program 13. Pattern2
```

```
// ****

// ***

// **

// **
```

```
1⊖// print the pattern2
                                                                                                    <terminated> pattern2 [Java Application] C:\
9 package patterns;
10
11 import java.util.Scanner;
12
13 public class pattern2 {
14
       public static void main(String[] args) {
    // TODO Auto-generated method stub
15⊜
16
17 Scanner sc = new Scanner(System.in);
18
19
            int n = sc.nextInt();
20
            for ( int i = 1 ; i<=n; i++)
21
                 for( int j = 1; j<=2*(i-1) ; j++)</pre>
22
23
                     System.out.print(" "); // or omit 2 in line 14 and print 2 spaces in
24
25
                 for(int j =1 ;j<=n-i+1;j++)</pre>
26
27
28
                     System.out.print("* ");
29
30
                 System.out.println();
31
       }
32
33
34 }
35
```

Program 14. Pattern3

```
// *****
// ***
// **
// *
```

Program 15. Pattern4

```
// *
// **
// ***
// ****
```

```
Program 16. Pattern5
//
//
//
//
//
                 print the pattern5 pyramid
                                                                                                                                   <terminated> pattern5 [Java Application] C:\Program Files\Java
 9 package patterns;
11 import java.util.Scanner;
13 public class pattern5 {
14

15®

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

}
          public static void main(String[] args) {
    // TODO Auto-generated method stub
Scanner sc = new Scanner(System.in);
                int n = sc.nextInt();
for ( int i = 1 ; i<=n; i++)</pre>
                      for ( int j =1; j<=n-i; j++)
    System.out.print(" "); // at i th row before every * , 2*n-i spaces a</pre>
                   for (int j =1 ; j<=i; j++)
    System.out.print("* "); // in every row, after every *, 3 spaces ar</pre>
                      System.out.println();
           }
Program 17. Pattern6
                          1
```

```
// 1
// 2 3
// 4 5 6
// 7 8 9 10
// 11 12 13 14 15
```

Program 18. Pattern7

```
// *
// **
// **
// **
// **
// **
```

//

Program 19. Pattern8

// *
// **
// * *
// * *
// * *