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ROLL NO: THA080BEI006

Level 4: Mastermind

1. Write a C program to make such a pattern like a pyramid with a number which will repeat the number in the same row.

```
1
        22
        333
       4444
#include <stdio.h>
int main()
{
  int n;
  printf("Enter the nmber of rows: ");
  scanf("%d", &n);
  for (int i = 0; i < n; i++)
  {
     for (int j = 0; j < n - i; j++) // for space
     {
       printf(" ");
     for (int k = 0; k < i + 1; k++) // for number pattern
     {
       printf("%d ", i + 1);
     }
     printf("\n");
```

```
}
return 0;
}
```

```
{ .\01_assignment_4 }
Enter the nmber of rows: 4
   1
   2 2
   3 3 3
   4 4 4 4
```

2. Write a program in C to display a pattern like a diamond.

```
{
     printf(" ");
  for (int k = 0; k < noOfStars; k++)
  {
     printf("*");
  }
  printf("\n");
  if (i < middleLine)</pre>
     noOfSpace--;
     noOfStars += 2;
  }
  else
  {
     noOfSpace++;
     noOfStars -= 2;
return 0;}
```

3. Write a C program to display a such a pattern for n rows using a number that starts with 1 and each row will have a 1 as the first and last number. 1 121 12321 #include <stdio.h> int main() int n; printf("Enter the number of rows: "); scanf("%d", &n); for (int i = 0; i < n; i++) for (int j = 0; j < n - i; j++) { printf(" "); } for (int k = 0; $k \le i$; k++) { printf("%d", k + 1); for (int l = i; l > 0; l--)printf("%d", l); printf("\n"); return 0;

```
nment_4.c -0 03_assignment_4 } ; if ($?) { .\03_assignment_4 }
Enter the number of rows: 5
     1
     121
     12321
     1234321
     123454321
```

```
4. Write a program in C to convert an octal number into binary.
        Test Data:
        Input an octal number (using digit 0 - 7):57
        Expected Output:
        The Octal Number: 57
        The equivalent Binary Number: 101111
#include <stdio.h>
#include <math.h>
int main()
  // to convert octal to binary first conert the octal number to decimal and the decimal
number into binary
  int rem;
  int octalNumber, decimalNumber = 0;
  int binaryNumber = 0, place = 0;
  printf("Input an octal number (using digit 0 - 7): ");
  scanf("%d", &octalNumber);
  // while loop will convert the octal number into decimal
  while (octalNumber != 0)
  {
    rem = octalNumber % 10;
```

```
decimalNumber = decimalNumber + rem * pow(8, place);
   octalNumber = octalNumber / 10;
    place++;
  }
  rem = 0;
  place = 1;
  while (decimalNumber != 0)
    rem = decimalNumber % 2;
    binaryNumber = binaryNumber + rem * place;
    decimalNumber = decimalNumber / 2;
    place = place * 10;
  }
  printf("the equivalent Binary Number: %d", binaryNumber);
  return 0;
}
OUTPUT:
nment_4.c -o 04_assignment_4 } ; if ($?) { .\04_assignment_4 }
Input an octal number (using digit 0 - 7): 57
the equivalent Binary Number: 101111
5. Write a C program to display Pascal's triangle.
Test Data:
Input number of rows: 4
Expected Output:
   1
  1 1
 1 2 1
1 3 3 1
#include <stdio.h>
int main()
```

```
int n;
printf("Enter the no of rows: ");
scanf("%d", &n);
int value = 0, j, i, k;
for (i = 1; i <= n; i++)
{
  for (j = 1; j \leftarrow n - i; j++)
     printf(" ");
  }
  for (k = 1; k <= i; k++)
   {
     if (i == 1 || k == 1)
        value = 1;
     else
        value = value * (i - k + 1) / (k - 1);
     printf("%2d", value);
  printf("\n");
return 0;
```

```
nment_4.c -o 05_assignment_4 } ; if ($?) { .\05_assignment_4 }
Enter the no of rows: 5
    1
    1 1
    1 2 1
    1 3 3 1
    1 4 6 4 1
```

6. Write a program in C to display a pattern like a. * #include <stdio.h> int main() for (int i = 0; i < 3; i++) { for (int j = 0; j <= i; j++) { printf("*"); printf("\n"); for (int i = 0; i < 3; i++) { for (int j = 0; $j \le i$; j++)

```
ignment_4.c -o 06_a_assignment_4 } ; if ($?) { .\06_a_assignment_4 }
*
**
**
**
**
***
```

```
b. @ @
@ @
@ @
```

```
printf(" ");
  for (int k = 0; k < 7; k++)
  {
     if ((i + k) == 2 * i)
     {
        printf("@");
  for (int l = 0; l < nsp; l++)
  {
     printf(" ");
  nsp -= 2;
  for (int k = 0; k < 3; k++)
     if ((i + k) == 2 * i)
        printf("@");
  printf("\n");
return 0;
```

```
ignment_4.c -0 06_b_assignment_4 } ; if ($?) { .\06_b_assignment_4 }
@    @
@    @
@    @
@    @
@    @
@    @
@    @
```