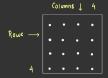
Square patter



Code for above pollern

Right angle luiangle patleur



for I in mange(1,011):

PHINT()

for i in stange (1, mai)

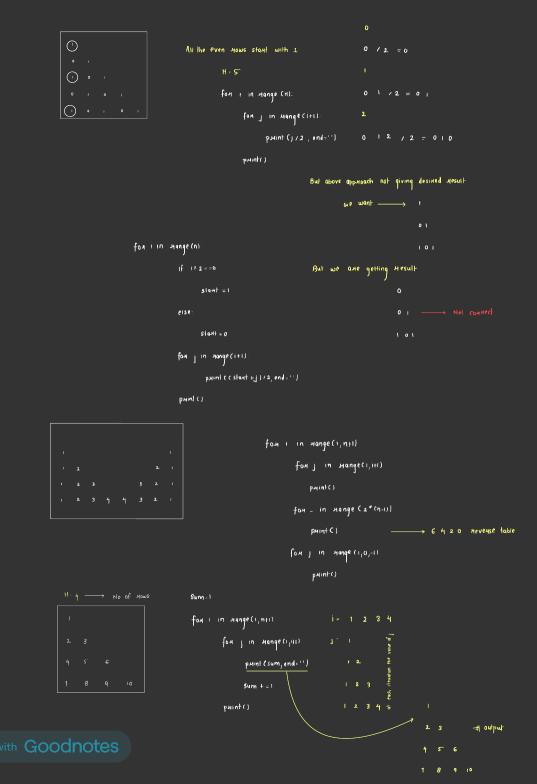
```
fon i in манде (п,-1,-1)
                                       for j in Honge (1)
                                               paint (x)
                                      () faikq
                        for i in Mange (n, a, -1)
                              fox j in Hange (1,111).
                                       (x) faikq
                             painl()
                                    Col 0-6
                                                                      Suppose How - 4
                                                                     for i in sange (1, n+1)
                                                                           p.winf(1) * (n-i) + 1*1 + (2*i-1)
0-1-1
                                      4-0-1 = 3
                                      4-2-1:1
                                      4-3-1 -0
                         for in range (4,0,-1)
                                  puint ( 1 + (n-i) + 1+ + + (2+i-1))
                   pattern combination above two pattern
```

pattern name ----- diamond pattern

Rotated thrangle pattenn

If M+3 mean's we are talking about number of columns





```
for i in mange (1,n+1)
         He know the concept just need to paint alphabets
                                                                       for j in range (65, 65+1)
         instead of numbers like 1 2 3
                         ¢hя(65 ) — → А
                                                                                  paint (char(j))
A B C
                                                                      PHIMT ()
                               for in range(1,0,-1)
                                                   for in mange (1,0+1)
                                                         for = in Hange (i). - # columns
                                                               puint (chu (cuti), end=")
                                                         pyint ()
                                                      Painting pattern
         puinting space
                for i in hange (n)
                           for j in sange (n-i-1)
                                PHINE(", end=")
                                                              for j in mange(1, 2*1+1)
                                                                       paint cch, end - 11)
                                                                      if j <= byeakpoint:
                                                                         ch = ch4 (o4d(ch)+1)
                                                                     eise
```

ch = Chy (and(ch)-1)

puint()

```
In alphabets at the paulion what comes?

A B C D \blacksquare

C D \blacksquare

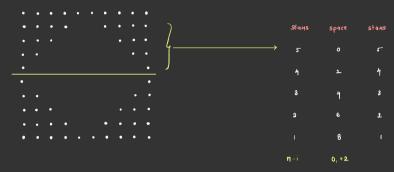
God 1 \longrightarrow 0,0

For 1 \longrightarrow 0,0

For 3 \longleftarrow private code

Private Characters)

J \longrightarrow hange (OND(A)+ n-1, ond (A)+ n+-1,-1)
```



To paint this Hevense

8-2 6 6-2 4

H= 5

for i in Mange (N):

if
$$1=0$$
 or $1=2$ n-1:

print(**)

else:

puint('*'+' ' * (n-2)+'*')

space \longrightarrow n-2 * '1

of and and and collat index 1 puint space

```
1 2 3 4 5 6 7
4 4 4 4 4 4 4 4

4 3 3 5 5 5 4

4 3 2 2 2 3 4

4 3 5 5 5 3 4

4 4 4 4 4 4 4 4

4 4 4 4 4 4 4
```