

## \* Right angled Triangle Stars :

Eg:  $n = 4$

op:

*			
*	*		
*	*	*	
*	*	*	*

Eg:  $n = 2$

op:

*		
*	*	
*	*	*

Eg:  $n = 3$

① Observe/ Analyze the pattern

0	1	2	3	<u><math>N = 4</math></u>
*	empty	empty	empty	0
*	*	empty	empty	
*	*	*	empty	
*	*	*	*	

rows {

cols }

$$\# \text{ Rows} = 4 = N$$

# cols (Ignore empty columns),

$$\text{row} = 0 \rightarrow \# \text{ cols} = 1$$

$$\text{row} = 1 \rightarrow \# \text{ cols} = 2$$

$$\text{row} = 2 \rightarrow \# \text{ cols} = 3$$

$$\text{row} = 3 \rightarrow \# \text{ cols} = 4$$

\* # cols is dependent  
on row number,

$$\# \text{ cols} = \text{row} + 1$$

## ② Code, ( A Fixed code template for most of the problems )

```
for (let i = 0; i < rows; i++) {  
    for (let j = 0; j < cols; j++) {  
        psw(`*`);  
        currentRow++;  
        currentCol++;  
    }  
    console.log();  
}
```

\* Change rows, cols  
according to your problem/pattern

```

344 for (let r = 0; r < n; r++) {
345   for (let c = 0; c < r + 1; c++) {
346     process.stdout.write("*");
347   }
348   console.log();
349 }

```

outer loop

inner loop

→ outer loop is going to every row

$$[r=0, r < n, r++]$$

$$\Rightarrow r = \emptyset \nmid 2 \nmid 4 \dots n-1$$

→ Inner loop is going to every col in that row

$$\Rightarrow c = \emptyset \nmid 1 \nmid 2 \nmid 3 \nmid 4$$

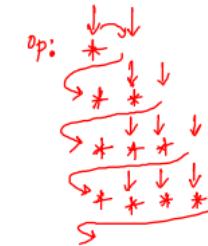
\* go to every row print the pattern of that row

	0	1	2	3
0	*	empty	empty	empty
1	*	*	empty	empty
2	*	*	*	empty
3	*	*	*	*

rows

cols

N = 4



①  $r=0, 0 < 4, \text{True}$

$$\rightarrow c=0, 0 < r+1, 0 < 1, \text{True}$$

$$\rightarrow c=1, 1 < 1, \text{False}$$

②  $r=1, 1 < 4, \text{True}$

$$\rightarrow c=0, 0 < r+1, 0 < 2, \text{True}$$

$$\rightarrow c=1, 1 < r+1, 1 < 2, \text{True}$$

$$\rightarrow c=2, 2 < 2, \text{False}$$

③  $r=2, 2 < 4, \text{True}$

$$\rightarrow c=0, 0 < r+1, 0 < 4, \text{True}$$

$$\rightarrow c=1, 1 < 4, \text{True}$$

$$\rightarrow c=2, 2 < 4, \text{True}$$

$$\rightarrow c=3, 3 < 4, \text{True}$$

$$\rightarrow c=4, 4 < 4, \text{False}$$

④  $r=3, 3 < 4, \text{True}$

\* StairCase :

Eg:  $n = 4$

Op:

	#
	# #
#	# # #
#	# # # #

Eg:  $n = 3$

Op:

	#
#	#
#	# #

① observe / Analyse - Draw Boxes

0	1	2	3	
#				0
	#			1
		#		2
			#	3

rows {

cols

\* If empty box before some character  $\rightarrow$  spacer  
empty boxes after characters  $\rightarrow$  empty

# Rows = 4 = N

\* Spacers, hashers are dependent on the current Row

no. of hashers =  $r + 1$

= Current Row + 1

cols

↓      ↓

Spacers ( $n-r-1$ )      Hashers

- $r=0$       3 ( $4-0-1$ )      1
- $r=1$       2 ( $4-1-1$ )      2
- $r=2$       1 ( $4-2-1$ )      3
- $r=3$       0 ( $4-3-1$ )      4

no. of cols = no. of spacer + no. of hasher

$N = \text{no. of spacer} + (r+1)$

no. of spacer =  $N - (r+1)$   
 $= N - r - 1$

② Code,

```
for( let r = 0 ; r < rows ; r++ ) {  
    for( let sp = 0 ; sp < spacers ; sp++ ) {  
        psn( " " );  
    }  
    for( let ha = 0 ; ha < hasher ; ha++ ) {  
        psn( "#");  
    }  
    console.log();  
}
```

Iterating for rows  
Iterate for  $N-r-1$  times

cols

Iterating for  $r+1$  times

Annotations:  
- Red arrow from the outer loop variable  $r$  to the condition  $r < rows$  with label  $N$ .  
- Red arrow from the inner loop variable  $sp$  to the condition  $sp < spacers$  with label  $N-r-1$ .  
- Red arrow from the innermost loop variable  $ha$  to the condition  $ha < hasher$  with label  $r+1$ .  
- A curly brace on the right side of the code groups the three nested loops, labeled "cols".  
- A blue arrow points from the brace to the text "Iterating for  $r+1$  times".  
- A blue arrow points from the brace to the text "Iterating for  $N-r-1$  times".

```

360 for (let r = 0; r < n; r++) {
361   for (let sp = 0; sp < n - r - 1; sp++) {
362     process.stdout.write(" ");
363   }
364   for (let ha = 0; ha < r + 1; ha++) {
365     process.stdout.write("#");
366   }
367   console.log();
368 }

```

Op:

```

    - - - #
    ↓
    - - # #
    ↓
    - # # #
    ↓ # # # #

```

③ r=2

$\rightarrow sp = 0$

$1 < h - r - 1, 1 \leq 1$ , False

$\rightarrow ha = \emptyset \neq \emptyset$

$3 < r + 1, 3 \leq 3$ , False

$sp = 0$

$0 \leq h - r - 1$

$0 \leq 0$ , False

$ha = \emptyset \neq \emptyset$

$4 \leq r + 1$

$4 \leq 4$ , False

① r = 0      4 - 0 - 1

$\rightarrow sp = 0, 0 < h - r - 1, 0 < 3$ , True

$\rightarrow sp = 1, 1 \leq 3$ , True

$\rightarrow sp = 2, 2 \leq 3$ , True

$\rightarrow sp = 3, 3 \leq 3$ , False

$\rightarrow ha = 0, 0 < r + 1, 0 < 1$ , True

$\rightarrow ha = 1, 1 \leq 1$ , False

② r = 1      4 - 1 - 1

$\rightarrow sp = 0, 0 \leq h - r - 1, 0 \leq 2$ , True

$\rightarrow sp = 1, 1 \leq 2$ , True

$\rightarrow sp = 2, 2 \leq 2$ , False

$\rightarrow ha = 0, 0 < r + 1, 0 < 2$ , True

$\rightarrow ha = 1, 1 \leq 2$ , True

$\rightarrow ha = 2, 2 \leq 2$ , False

## \* Star Pyramid :

Eg:  $n = 3$

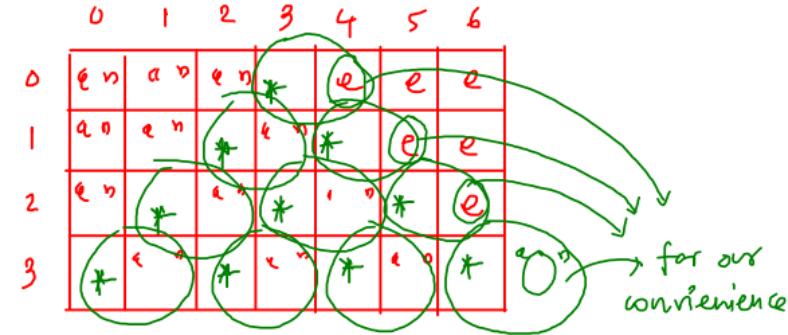
```

      *
     * *
    * * *
  
```

Eg:  $n = 5$

```

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



\* Instead considering your character as '\*'  
consider it as "\* -"

	# cols	# space	# star-sp	
$r=0$	3		1	→ exactly similar to staircase just the character was "#" here it is "-"
$r=1$	2		2	
$r=2$	1		3	
$r=3$	0		4	

## \* Number Pattern :

Eq :  $n = 5$

Op : 1

2 1

3 2 1

4 3 2 1

5 4 3 2 1

\* psw only accepts strings  
~~or buffers~~, but we are  
 passing a number, so to  
 avoid error do type conversion  
 $\text{num} \rightarrow \text{String}(\text{num})$

$\text{psw}(1234) \rightarrow \text{psw}("1234")$   
 (error)

	0	1	2	3
0	1	e	e	e
1	2	1	e	e
2	3	2	1	e
3	4	3	2	1

# Rows = 4 = N

# cols = r + 1

→ how to handle number

start-num

r=0 1

r=1 2

r=2 3

r=3 4

start-num = r + 1

and it gradually  
 decreases with column

```
for(let r = 0; r < n; r++) {
    let start-num = r + 1;
    for(let c = 0; c < r + 1, c++) {
        psw(start-num);
    }
    start-num--;
}
console.log();
```

## \* Character Pattern :

Ex: n = 4

Op: A

B B

C C C

D D D D

Ex: n = 3

Op: A

B B

C C C

	0	1	2	3
0	A	e	e	e
1	B	B	e	e
2	C	C	C	e
3	D	D	D	D

$$\text{ASCII} = 65 + \text{row}$$

```
for(let r=0; r<n; r++) {
```

```
    const alph = String.fromCharCode(65 + row);
```

```
    for(let c=0; c<r+1; c++) {
```

```
        psw(alph);
```

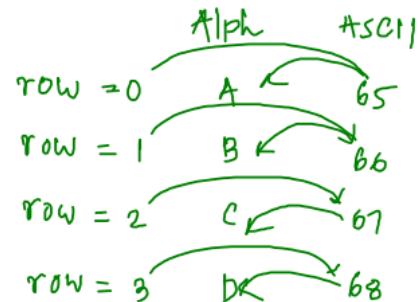
```
    }
```

```
    console.log(c);
```

$$\# \text{Rows} = 4 = N$$

$$\# \text{cols} = r+1$$

→ how to handle alphabet



→ other way to write,

let ascii = 65;  
for(let r=0; r<n; r++) {

    for(let c=0; c<r+1; c++) {  
        pw(string.fromCharCode(ascii));

    ascii++;

    console.log(c);

}

you can make the  
ascii global instead of  
calculating using current row

r=0    ascii = 65    A  
r=1    ascii = 66    B  
r=2    ascii = 67    C  
r=3    ascii = 68    D

\* Can I write let alph = "A"  
    ⇒ alph++ → alph = "B"  
    ⇒ alph++ → alph = "C"

wrong assumption

let alph = "A"

alph = alph + 1  
console.log(alph);

"A" + 

"A" + "1" ⇒ "A1"

⇒ Need to see, why?  
JS is weird

alph++;  
console.log(alph)  
↓  
NaN

## \* Armstrong Numbers :

$$\text{Ex: } n = 153$$

$$\text{Sum of (digit)}^{\text{no. of digits}} = \text{number}$$

$$\Rightarrow 1^3 + 5^3 + 3^3 = 1 + 125 + 27 \\ = 153$$

$$\text{Ex: } n = 1634$$

$$\Rightarrow 1^4 + 6^4 + 3^4 + 4^4 = 1 + 1296 + 81 + 256 \\ = 1634$$

$$\text{Ex: } n = 371$$

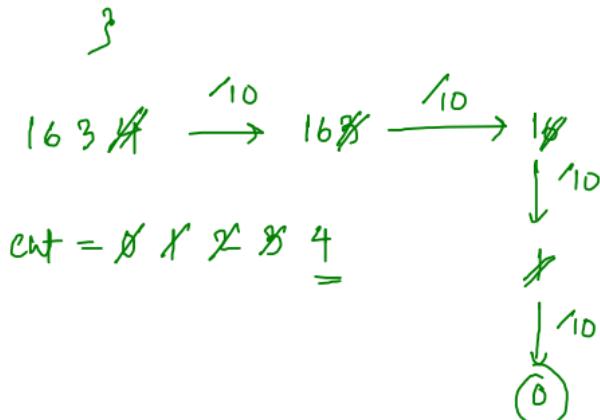
$$\Rightarrow 3^3 + 7^3 + 1^3 = 27 + 343 + 1 \\ = 371$$

$$\text{Ex: } n = 9474$$

$$\Rightarrow 9^4 + 4^4 + 7^4 + 4^4 \\ = 6561 + 256 + 2401 + 256 \\ = 9474$$

1. No. of digits in the given number "n"  
( digit extraction / Iteration )

```
let count = 0;
while (n > 0) {
    n = parseInt(n/10);
    count++;
}
```



2. Sum of (digit)<sup>no. of digits</sup>

let sum = 0;

while ( $n > 0$ ) {

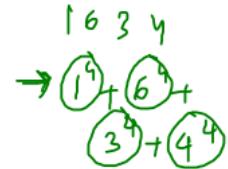
    const digit =  $n \% 10$ ;

    sum += (digit \* + count);

    n = parseInt( $n / 10$ );

}

$$\begin{aligned}
 & \text{sum} = 0 \\
 & 1634 \% 10 = 4 \\
 & \downarrow \\
 & 163 \% 10 = 3 \\
 & \downarrow \\
 & 16 \% 10 = 6 \\
 & \downarrow \\
 & 1 \% 10 = 1
 \end{aligned}$$



\* Armstrong numbers in Range  $[m, n]$  :

$m = 20, n = 10,000$

$20 \rightarrow 10^4$  (Print all Armstrong in Between)

for (let num = m ; num  $\leq n$  ; num++) {

\* Code for check whether  
num is Armstrong or not

\*/

}

20 → print if it is  
21 → Armstrong  
22  
23  
24  
.  
.  
.  
 $10^4$

```

444 for (let num = m; num <= n; num++) {
445   // 1. count no.of digits
446   let cnt = 0;
447   while (num > 0) {
448     num = parseInt(num / 10); } num →
449     cnt++;
450   }
451
452   // 2. sum of digit to the power no.of.digits
453   let sum = 0; } temp = num
454   while (num > 0) {
455     const digit = num % 10; } num →
456     sum += digit ** cnt; } → temp
457     num = parseInt(num / 10); }
458
459   // 3. check for armstrong
460   if (sum == num) {
461     console.log(num);
462   }
463 }
464

```

★ Do not change the original  
num in the entire process,  
Copy / store it in another variable  
and use this for your process.

$$num = 1634$$

①  $1634 \rightarrow 16 \cancel{3} \rightarrow 1 \cancel{6} \rightarrow 1 \rightarrow 0$

$$cnt = 0 \times 2 + 4$$

② while ( $num > 0$ )

↳ But  $num = 0$  due to the 1<sup>st</sup> loop

↳ hence 2<sup>nd</sup> loop will not run.

③  $sum == num$  (every num will  
be a armstrong  
according to this  
code)

④ num++ in the for loop, (Infinite  
loop)  
 $num = \emptyset 1$

$$[m = 1634, n = 2000]$$

$$\textcircled{1} \quad \text{num} = 1634$$

$$\Rightarrow \text{temp} = \cancel{1634} \quad \cancel{163} \quad 16 \times \textcircled{0} \times$$

$$\text{cut} = 0 + 2 \times 3 \textcircled{4}$$

$$\Rightarrow \text{temp} = \cancel{1634} \quad \cancel{163} \quad 16 \quad \cancel{X} \textcircled{0} \times$$

$$\text{sum} = 0 + 4^4 + 3^4 + 6^4 + 1^4$$

$$= 1634$$

$$\Rightarrow \text{sum} = \text{num}$$

$$1634 = 1634$$

$$\text{num} = 1998$$

$$, \text{num} = 1999$$

$$, \text{num} = 2000$$

$$, \text{num} \cancel{= 2001}$$

$$\textcircled{2} \quad \text{num} = 1635$$

$$\textcircled{3} \quad \text{num} = 1636 \quad , \quad \dots$$

\* even if  $m > n$ ,  
simply swap them,

$$\begin{array}{l} m = 2000 \xrightarrow{\leftarrow} 1634 \\ n = 1634 \xrightarrow{\leftarrow} 2000 \end{array}$$

$\Rightarrow$  Now run the code  
that we discussed.