

* Right Angled Triangle Stars :

eg: $n = 4$

op:

| | | | |
|---|---|---|---|
| * | | | |
| * | * | | |
| * | * | * | |
| * | * | * | * |

eg: $n = 2$

op:

| | |
|---|---|
| * | |
| * | * |

eg: $n = 3$

op:

| | | |
|---|---|---|
| * | | |
| * | * | |
| * | * | * |

① observe / Analyze the pattern

| | 0 | 1 | 2 | 3 |
|---|---|---|---|---|
| 0 | * | e | e | e |
| 1 | * | * | e | e |
| 2 | * | * | * | e |
| 3 | * | * | * | * |

eg: $N = 4$


Columns

Rows = 4 = N

cols (are dependent on rows)

row = 0 \rightarrow # cols = 1

row = 1 \rightarrow # cols = 2 # cols = row + 1

row = 2 \rightarrow # cols = 3

row = 3 \rightarrow # cols = 4

② Code,

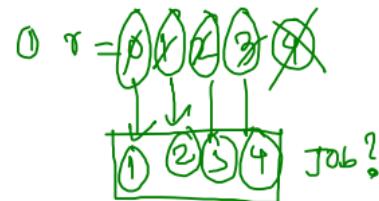
$$20\text{We} = 4$$

→ you need to go to every now,

`row = 0` → print after

`now = 1 → print 2 star`

now = 2 → point 3 stay



~~for (let r = 0; r < rows; r++) {~~ → helps to go to every row

for (let c = 0; c < ~~(c^r)~~^{r+1}; c++) { } Helps to go to next col
psw (^{a *^r}); w>r + current row

3

```
Console.log();
```

3

```

424 readline.question("", (n) => {
425   //Write your code here
426   for (let r = 0; r < n; r++) {
427     for (let c = 0; c < r + 1; c++) {
428       process.stdout.write("*");
429     }
430     console.log();
431   }
432   readline.close();
433 });

```

→ Outer loop is going to every row,

$$r = 0 \times 1 \times 2 \dots \times n-1$$

→ Inner loop is going to every col w.r.t row

$$\Rightarrow c = 0 \times 1 \times 2 \dots \times r$$

Eg: $n=4$

① $r=0, 0 < 4 \checkmark$

$$\rightarrow c=0, 0 < 0+1, 0 < 1 \checkmark$$

$$\rightarrow c=1, 1 < 0+1, 1 < 1 \times$$

② $r=1, 1 < 4 \checkmark$

$$\rightarrow c=0, 0 < 1+1, 0 < 2 \checkmark$$

$$\rightarrow c=1, 1 < 2 \checkmark$$

$$\rightarrow c=2, 2 < 2 \times$$

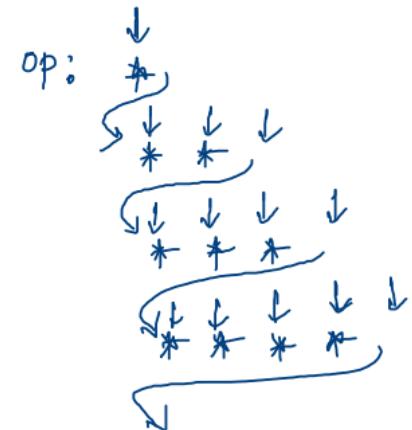
③ $r=2, 2 < 4$

$$\rightarrow c=0, 0 < 2+1, 0 < 3 \checkmark$$

$$\rightarrow c=1, 1 < 3 \checkmark$$

$$\rightarrow c=2, 2 < 3 \times$$

$$\rightarrow c=3, 3 < 3 \times$$



④ $r=3, 3 < 4$

$$\rightarrow c=0, 0 < 3+1, 0 < 4 \checkmark$$

$$\rightarrow c=1, 1 < 4 \checkmark$$

$$\rightarrow c=2, 2 < 4 \checkmark$$

$$\rightarrow c=3, 3 < 4 \checkmark$$

$$\rightarrow c=4, 4 < 4 \times$$

⑤ $r=4, 4 < 4 \times$

* Staircase :

Eg: $n = 4$

Op:

| |
|---------|
| # |
| # # |
| # # # |
| # # # # |

Eg: $n = 3$

Op:

| |
|-------|
| # |
| # # |
| # # # |

① Draw boxes

| | 0 | 1 | 2 | 3 |
|---|---|---|---|---|
| 0 | # | # | # | # |
| 1 | # | # | # | # |
| 2 | # | # | # | # |
| 3 | # | # | # | # |

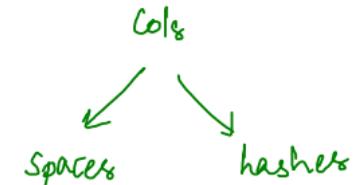
$$\# \text{ Rows} = 4 = N$$

$$\text{no. of hashers} = \text{row} + 1$$

$$\text{no. of spaces} = N - \text{hashers}$$

$$= N - (\text{row} + 1)$$

$$= N - \text{row} - 1$$



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

$$\begin{aligned} \text{no. of cols} &= \text{no. of spaces} \\ \text{In a row} &\quad + \text{no. of hashers} \end{aligned}$$

$$\begin{aligned} N &= \text{no. of spaces} \\ &\quad + (\text{row} + 1) \end{aligned}$$

$$\begin{aligned} \Rightarrow \text{no. of spaces} &= N - (\text{row} + 1) \\ &= N - \text{row} - 1 \end{aligned}$$

```

441 for (let r = 0; r < n; r++) {
442   const hashes = r + 1;
443   const spaces = n - hashes;
444   for (let sp = 0; sp < spaces; sp++) {
445     process.stdout.write(" ");
446   }
447   for (let ha = 0; ha < hashes; ha++) {
448     process.stdout.write("#");
449   }
450   console.log();
451 }

```

Ex: n = 4

① $r = 0, 0 < 4 \checkmark$

$$\rightarrow \text{hashes} = 0+1=1$$

$$\rightarrow \text{spaces} = 4-1=3$$

$$\rightarrow \text{sp} = 0, 0 < 3$$

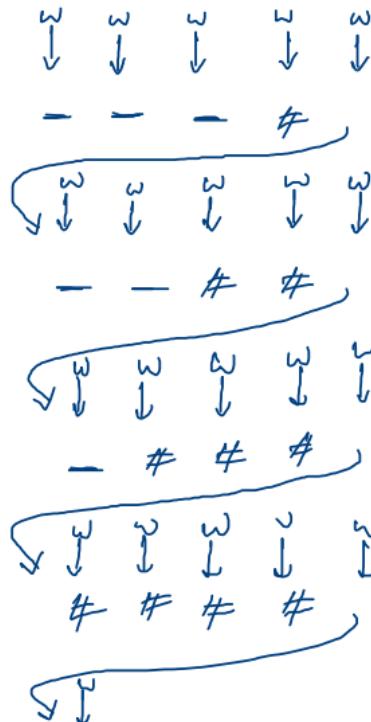
$$\rightarrow \text{sp} = 1, 1 < 3$$

$$\rightarrow \text{sp} = 2, 2 < 3$$

$$\rightarrow \text{sp} = 3, 3 < 3 \times$$

$$\rightarrow \text{ha} = 0, 0 < 1$$

$$\rightarrow \text{ha} = 1, 1 < 1 \times$$



② $r = 1, 1 < 4 \checkmark$

$$\rightarrow \text{hashes} = 1+1=2$$

$$\rightarrow \text{spaces} = 4-2=2$$

$$\rightarrow \text{sp} = \emptyset \times \cancel{(2 < 2)}$$

$$\rightarrow \text{ha} = \emptyset \times \cancel{(2 < 2)}$$

③ $r = 2, 2 < 4$

$$\rightarrow \text{hashes} = 2+1=3$$

$$\rightarrow \text{spaces} = 4-3=1$$

$$\rightarrow \text{sp} = \emptyset \ 1 (1 < 1) \times$$

$$\rightarrow \text{ha} = \emptyset \times \cancel{3} (3 < 3) \times$$

$$\rightarrow \text{hashes} = 3+1=4$$

$$\rightarrow \text{spaces} = 4-4=0$$

$$\rightarrow \text{sp} = 0 (0 < 0) \times$$

$$\rightarrow \text{ha} = \emptyset \times \cancel{4} (4 < 4) \times$$

④ $r = 4, 4 < 4 \times$

* Star pyramid:

Ex: $n = 3$

```

    *
   * *
  * * *

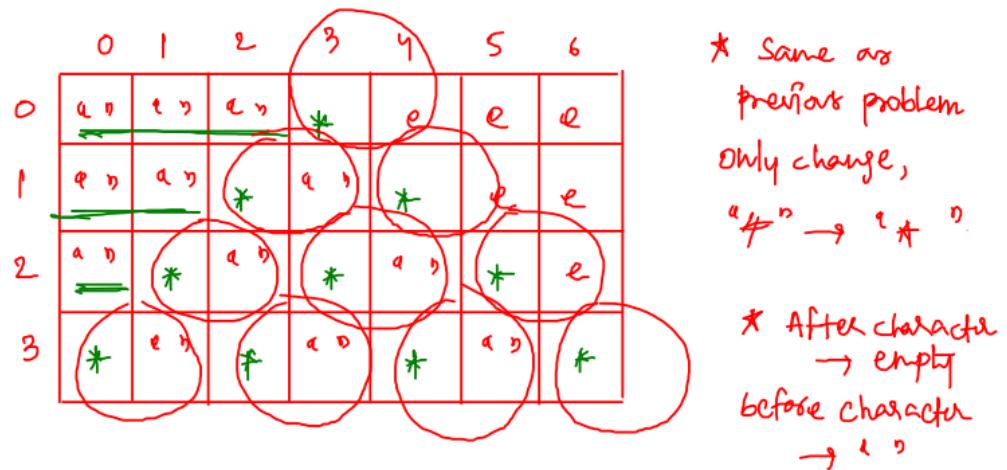
```

Ex: $n = 5$

```

      *
     * *
    * * *
   * * * *
  * * * * *

```



* Same as previous problem
Only change,
 $"\#"$ \rightarrow $"*"$

* After character \rightarrow empty
before character \rightarrow $\langle \rangle$

| $r=0$ | s | t |
|-------|-----|-----|
| $r=1$ | 2 | 2 |
| $r=2$ | 1 | 3 |
| $r=3$ | 0 | 4 |

Col r
Spacer
Character? $\langle \rangle$ $(^*^)$

* Number pattern :

e.g.: $n = 5$

op: 1

2 1

3 2 1

4 3 2 1

5 4 3 2 1

| | 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

Col's = # row + 1

$r=0$, num = 1 to 1 * start_num

$r=1$, num = 2 to 1 = row + 1

$r=2$, num = 3 to 1

$r=3$, num = 4 to 1

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

* psw only accepts strings

psw("1234") → error

psw(string(1234))

⇒ psw("1234") ✓

* Character Pattern :

Eg: $n = 4$

Op: A
B B
C C C
D D D D

Eg: $n = 3$

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 |

Rows = 4 = N row = 0 A \leftarrow 65 (65+0)
Cols = row + 1 row = 1 B \leftarrow 66 (66+1)
ASCII = 65 + row row = 2 C \leftarrow 67 (67+2)
String.fromCharCode(ASCII) row = 3 D \leftarrow 68 (65+3)

\downarrow
 $(65 + \text{row})$

ch ASCII

* Armstrong Number :

Eg: $n = 153$

sum of $(\text{digit})^{\text{num Digits}}$ = number

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

Eg: $n = 371$

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

Eg: $n = 1634$

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

Eg: 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)

let cnt = 0;

while ($n \neq 0$) {

 n = parseInt($n/10$);

 cnt++;

}

1634 → 163 → 16 → 1 → 0

cnt = 0 1 2 3 4

2. Sum = n

✓ ✗
Strong Not Strong

2. sum of (digit)^{no. of digits}

1634, $1^4 + 6^4 + 3^4 + 4^4$

let sum = 0;

while ($n \neq 0$) {

 const lastDigit = $n \% 10$;

 n = parseInt($n/10$);

 sum += (lastDigit * * cnt);

}

1634 → 163 → 16 → 1 → 0

sum = 0

$+ 4^4 + 3^4 + 6^4 + 1^4$

* print Armstrong B/w [m, n] :

$$m = 20, \quad n = 10,000$$

```
for(let num = m; num <= n; num++) {
```

Check Armstrong
Code
✓

}

num

20 → check $\xrightarrow{\text{if true}} \text{print}(20)$

21 → check $\xrightarrow{\text{if true}} \text{print}(21)$

22 → check $\xrightarrow{\text{if true}} \text{print}(22)$

⋮

⋮

⋮

⋮

10,000 → check $\xrightarrow{\text{if true}} (\text{print } 23)$

```

514 for (let num = m; num <= n; num++) {
515   // 1. Find no.of digits
516   let cnt = 0; → ref temp
517   while (num != 0) {
518     num = parseInt(num / 10); } → num, temp ← num
519     cnt++; → temp
520   }
521
522   // 2. Find sum of (digit) ^ numDigits
523   let sum = 0; → temp = num
524   while (num != 0) {
525     const lastDigit = num % 10; → num
526     num = parseInt(num / 10); } → num
527     sum += lastDigit ** cnt; → temp ← sum
528   }
529
530   // 3. check armstrong
531   if (sum == num) {
532     console.log(num);
533   }
534 }
```

$$m = 1634, \quad n = 1634 \quad [1634, 1634]$$

$$num = 1634$$

① $1634 \rightarrow 163 \rightarrow 16 \rightarrow 1 \rightarrow 0^*$

$$Cnt = \emptyset \neq \emptyset$$

here we need $num = 1634$
 ② while ($num \neq 0$) → $0 \neq 0 \rightarrow \text{false}$

↳ This loop will not run because
 num already became '0' due to
 the 1st loop.

* If in any problem you need any original variable multiple do not change it directly
 Instead store it in other variable (temp)
 and use that, do not touch original (num).