

## LAB 1

## Patterns

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### 1. Introduction

In this lab session, we will be creating patterns. These are similar to landscapes in 2D games such as Terraria or Mario!

### 2. Getting Started

Inside the folder, you will see three **.c** files. Each one contains a pattern (in comment blocks) that you are to print as an output.

#### E.g. pattern2.c

```
/*  
    1  
    1 2  
    1 2 3  
    1 2 3 4  
    1 2 3 4 5  
*/
```

#### Output:

Your output should look something like this:

```
./pattern2  
1  
1 2  
1 2 3  
1 2 3 4  
1 2 3 4 5
```

### 3. Your Task:

Complete all three patterns in the folder:

#### pattern1.c

```
/*  
    1 2 3 4 5  
    1 2 3 4 5  
    1 2 3 4 5  
    1 2 3 4 5  
    1 2 3 4 5  
*/
```

#### pattern2.c

```
/*  
    1  
    1 2  
    1 2 3  
    1 2 3 4  
    1 2 3 4 5  
*/
```

#### pattern3.c

```
/*  
        1  
       2 1  
      3 2 1  
     4 3 2 1  
    5 4 3 2 1  
*/
```

#### Extension

To make these programs more dynamic, you may modify them such that they can accept user input for an int, and then build the patterns with rows equals to the number inputted by the user!

#### 4. Sample Output

**./pattern1**

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

**./pattern2**

1

1 2

1 2 3

1 2 3 4

1 2 3 4 5

**./pattern3**

1

2 1

3 2 1

4 3 2 1

5 4 3 2 1