using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace pattern

{

internal class Program

{

static void Main(string[] args)

{

int a;

char c;

Console.WriteLine("program for pattern \n");

Console.WriteLine("enter any number");

a = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("enter the variable to want to print");

c = (char)Console.Read();

for (int i = a; i >=1; i--)

{

for (int j = 1; j<=i; j++)

{

Console.Write(c);

}

Console.WriteLine("");

}

Console.ReadKey();

}

}

}