

BASICS OF PROGRAMMING

LEVEL-2 [PATTERN CONTINUES]

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Q1. Print full Pyramid Pattern.

→ Represent Space



Rule:-

- No. of Rows = $n = 5$
↳ Outer Loop = 5 Times

2. Write, what is printing in each row.

$\text{r}_0 \rightarrow$	4 spaces , 1 \star	→ formula for stars
$\text{r}_1 \rightarrow$	3 spaces , 2 \star	$\text{row} + 1$
$\text{r}_2 \rightarrow$	2 spaces , 3 \star	Dry Run :- $n = 5$, $\text{r}_0 \rightarrow 0 + 1 = 1 \star$
$\text{r}_3 \rightarrow$	1 space , 4 \star	$\text{r}_1 \rightarrow 1 + 1 = 2 \star$
$\text{r}_4 \rightarrow$	0 space , 5 \star	$\text{r}_2 \rightarrow 2 + 1 = 3 \star$
→ formula for spaces		$\text{r}_3 \rightarrow 3 + 1 = 4 \star$
		$\text{r}_4 \rightarrow 4 + 1 = 5 \star$

No. of Rows \leftrightarrow value of Current Row

Dry Run $\rightarrow n = 5$,

$$\begin{aligned}\text{r}_0 &\rightarrow 5 - 0 - 1 = 4 \text{ spaces} \\ \text{r}_1 &\rightarrow 5 - 1 - 1 = 3 \text{ spaces} \\ \text{r}_2 &\rightarrow 5 - 2 - 1 = 2 \text{ spaces} \\ \text{r}_3 &\rightarrow 5 - 3 - 1 = 1 \text{ space} \\ \text{r}_4 &\rightarrow 5 - 4 - 1 = 0 \text{ space}\end{aligned}$$

Code :-

```

for (int row=0; row<n; row=row+1)
{
    for (int col=0; col<n-row-1; col=col+1){
        cout << " ";
    }
    for (int col=0; col<row+1; col=col+1){
        cout << "* ";
    }
    cout << endl;
}

```

Flow of execution :-

- for every value of row , from $row='0'$ to ' $row<n$ ' where ' n ' is total no.of rows, inner loops will executes.
 - ↳ for $col='0'$ to ' $col<n-row-1$ ', it will print space ' '.
 - In each row, it will print ' $n-row-1$ ' times space and terminates the execution when condition becomes false.
- ↳ After printing spaces, it will print stars '*' from $col='0'$ to ' $col<row+1$ '.
 - It will print ' $row+1$ ' times stars in each row.

Q2. Print Inverted Full Pyramid Pattern.

$\delta_0 \rightarrow$	☆ ☆ ☆ ☆
$\delta_1 \rightarrow$	- ☆ ☆ ☆
$\delta_2 \rightarrow$	-- ☆ ☆
$\delta_3 \rightarrow$	-- - ☆

← Represent Space

Rule :-

1. No. of Rows = 4 = n

↳ Outer Loop = 4 Times

2. $\delta_0 \rightarrow$ 0 space, 4☆ → Formula for space

$\delta_1 \rightarrow$ 1 space, 3☆ ↳ times space

$\delta_2 \rightarrow$ 2 space, 2☆ ↳ Current Row no.

$\delta_3 \rightarrow$ 3 space, 1☆ Dry Run :- $n=4$, Total no. of Rows

$\delta_0 \rightarrow$ 0 space

→ formula for star

$\delta_1 \rightarrow$ 1 space

$n - \text{row}$

$\delta_2 \rightarrow$ 2 space

Total no. of Rows ↳ Current Row

$\delta_3 \rightarrow$ 3 space

Dry Run :- $n=4$

$\delta_0 \rightarrow 4 - 0 = 4\star$

$\delta_1 \rightarrow 4 - 1 = 3\star$

$\delta_2 \rightarrow 4 - 2 = 2\star$

$\delta_3 \rightarrow 4 - 3 = 1\star$

Code :-

```
for (int row = 0; row < n; row = row + 1) {
```

```
    for (int col = 0; col < row; col = col + 1) {
```

```
        cout << " ";
```

}

```
    for (int col = 0; col < n - row; col = col + 1) {
```

```
        cout << " * -";
```

}

```
    cout << endl;
```

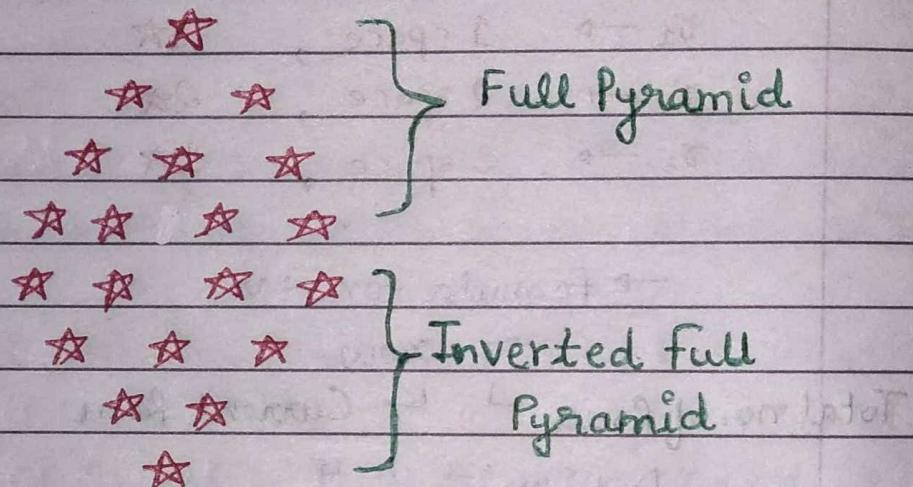
}

flow of executions-

Total no. of Rows

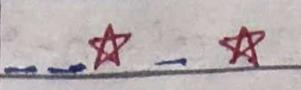
- for every iteration of 'row' from '0' to 'n', it will execute 'for' loop which iterates from 'col = 0' to 'col < row' which print a space until 'col < row' condition becomes false.
- After that it will execute another for loop, which executes from 'col = 0' to 'col < n - row' and print a star until 'col < n - row' condition becomes false.

Q.3. Print Diamond Pattern.



- for this pattern, we can use full pyramid pattern for creating upper half of the diamond pattern and use inverted full pyramid to create lower half of the diamond pattern.
- Just keep this in mind that, we have to divide total no. of rows by 2. To get overall diamond pattern within specified no. of rows. Otherwise, it will create ' n ' no. of rows for upper half and ' n ' no. of rows for lower half which creates twice no. of total rows for diamond pattern.

Q4. Print Hollow Pyramid Pattern.

$\delta_0 \rightarrow$	
$\delta_1 \rightarrow$	
$\delta_2 \rightarrow$	
$\delta_3 \rightarrow$	

Rule:-

1. Total no. of Rows = 4 = n

↳ Outer Loop = 4 Times

2. $\delta_0 \rightarrow$ 3 space, 1★

$\delta_1 \rightarrow$ 2 space, 1★, 1sp, 1★

$\delta_2 \rightarrow$ 1 space, 1★, 3space, 1★

$\delta_3 \rightarrow$ 0space, 1★, 5space, 1★

→ Formula for printing space outside the pyramid.

$$n - \text{row} - 1$$

Total no. of Rows \leftrightarrow value of current row

Dry run:- $n = 4$

$\delta_0 \rightarrow 4 - 0 - 1 = 3$ space

$\delta_1 \rightarrow 4 - 1 - 1 = 2$ space

$\delta_2 \rightarrow 4 - 2 - 1 = 1$ Space

$\delta_3 \rightarrow 4 - 3 - 1 = 0$ space

→ Formula for printing hollow pyramid.

for stars \rightarrow row+1 (Only if col=0 or col=row)

Else print space other than col=0 and col=row

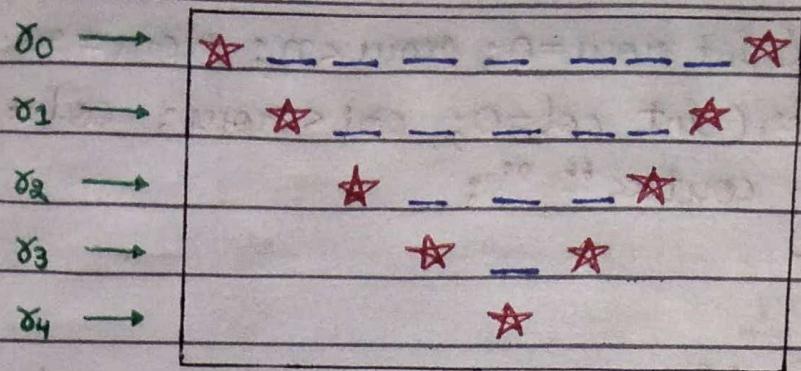
Code :-

```
for (int row=0; row<n; row=row+1) {  
    for (int col=0; col<n-row-1; col=col+1) {  
        cout << " . ";  
    }  
    for (int col=0; col<row+1; col=col+1) {  
        if (col == 0 || col == row) {  
            cout << " * - ";  
        }  
        else {  
            cout << " _ - ";  
        }  
    }  
    cout << endl;  
}
```

Flow of execution:-

- Outer loop will iterate for each row from "row=0" to "row<n", and executes until "row<n" becomes false.
- for every iteration of col from "0" to "row+1" it will print * and space according to conditions-
 - if col = 0 or col = row, then it will print '*'.
 - else, it will print '_-' (space).

Q5. Print inverted hollow pyramid.



Rule :-

1. No. of Rows = 5

↳ Outer Loop = 5 Times

2.

$\delta_0 \rightarrow$

$\delta_1 \rightarrow$

$\delta_2 \rightarrow$

$\delta_3 \rightarrow$

$\delta_4 \rightarrow$

}

Each row has \star on its first and last column.
And other columns between them have
Spaces.

→ formula for space outside the pattern :-

$\text{row} \times (\text{times space})$

$\delta_0 \rightarrow 0 \text{ space}$

$\delta_1 \rightarrow 1 \text{ space}$

$\delta_2 \rightarrow 2 \text{ space}$

$\delta_3 \rightarrow 3 \text{ space}$

$\delta_4 \rightarrow 4 \text{ space}$

→ formula for printing hollow pyramid pattern :-

Total Rows \leftrightarrow Current Row

↳ for printing stars :-

- if $\text{col} = 0$ or $\text{col} = n - \text{row} - 1$

- else, print space

Code :-

```
for (int row=0; row<n; row=row+1) {  
    for (int col=0; col<row; col=col+1) {  
        cout << " ";  
    }  
  
    for (int col=0; col<n-row; col=col+1) {  
        if (col==0 || col==n-row-1) {  
            cout << "*";  
        }  
        else {  
            cout << " _";  
        }  
    }  
    cout << endl;  
}
```

Flow of execution :-

- Outer loop will iterate from $row=0$ to $row < n$.
- first inner loop will iterate from $col=0$ to $col < row$ and print outer spaces.
- Second inner loop will iterate from $col=0$ to $col < n - row$ and print '*' if ' $col=0$ ' or ' $col = n - row - 1$ '.
else, it will print space.

Q6. Print Hollow Diamond Pattern.

Hollow Pyramid	$n_0 \rightarrow$	— — — ★	→ Represents space outside in Upper Half
	$n_1 \rightarrow$	— ★ — ★	
	$n_2 \rightarrow$	★ — — ★	
	$n_3 \rightarrow$	★ — — ★	
Inverted Hollow Pyramid	$n_0 \rightarrow$	★ — — — ★	→ Represents space outside in Lower Half
	$n_1 \rightarrow$	— ★ — — ★	
	$n_2 \rightarrow$	— ★ — ★	
	$n_3 \rightarrow$	— — ★	
→ Represents space inside the pattern			

Rule :-

- Total no. of Rows = $n = 8$.
↳ Outer loop = 8 Times

2.	$\gamma_0 \rightarrow$ 3 space, 1★	→ formula for spaces outside in Upper Half.
	$\gamma_1 \rightarrow$ 2 space, 1★, 1sp, 1★	
	$\gamma_2 \rightarrow$ 1 space, 1★, 3sp, 1★	$n = n/2 \therefore$ $n - \text{row} - 1$ $n = 8/2 = 4$
	$\gamma_3 \rightarrow$ 0 space, 1★, 5sp, 1★	$\gamma_0 \rightarrow 4 - 0 - 1 = 3$ spaces
	$\gamma_4 \rightarrow$ 0 space, 1★, 5sp, 1★	$\gamma_1 \rightarrow 4 - 1 - 1 = 2$ spaces
	$\gamma_5 \rightarrow$ 1 space, 1★, 3sp, 1★	$\gamma_2 \rightarrow 4 - 2 - 1 = 1$ space
	$\gamma_6 \rightarrow$ 2 space, 1★, 1sp, 1★	$\gamma_3 \rightarrow 4 - 3 - 1 = 0$ space
	$\gamma_7 \rightarrow$ 3 space, 1★	

→ formula for ★ in Upper Half	→ formula for ★ in Lower Half	→ formula for spaces outside in Lower Half
row + 1 , $n = 4$	$n = 4$, n - row	$n = n/2$, $n = 8/2 = 4$
$\gamma_0 = 0 + 1 = 1\star$	$\gamma_0 \rightarrow 4 - 0 = 4\star$	row (Times Space)
$\gamma_1 = 1 + 1 = 2\star$	$\gamma_1 \rightarrow 4 - 1 = 3\star$	$\gamma_0 \rightarrow 0$ space
$\gamma_2 = 2 + 1 = 3\star$	$\gamma_2 \rightarrow 4 - 2 = 2\star$	$\gamma_1 \rightarrow 1$ space
$\gamma_3 = 3 + 1 = 4\star$	$\gamma_3 \rightarrow 4 - 3 = 1\star$	$\gamma_2 \rightarrow 2$ space
Only ($c = 0$ or $c = \text{row}$) \downarrow col	Only ($col = 0$ or $col = n - \text{row} - 1$) \downarrow col	$\gamma_3 \rightarrow 3$ space

Code :-

- for this pattern we can use exact code of Hollow Pyramid pattern for creating upper half of the diamond pattern.
- for creating lower half diamond pattern, we can use exact code of Inverted Hollow pyramid pattern.
- We have to keep in mind that, we must divide total no. of rows input by 2 which help us to get the desired hollow diamond pattern in expected no. of rows.

Q7. Print Flipped Solid Diamond Pattern.

$\delta_0 \rightarrow$	$\star \star \star \star - \star \star \star \star$	\leftarrow Space of Upper Half
$\delta_1 \rightarrow$	$\star \star \star - - - \star \star \star$	
$\delta_2 \rightarrow$	$\star \star - - - - \star \star$	
$\delta_3 \rightarrow$	$\star - - - - - \star$	
$\delta_0 \rightarrow$	$\star - - - - - \star$	\leftarrow Space of Lower Half
$\delta_1 \rightarrow$	$\star \star - - - - \star \star$	
$\delta_2 \rightarrow$	$\star \star \star - - - \star \star \star$	
$\delta_3 \rightarrow$	$\star \star \star \star - \star \star \star \star$	

Rule :-

1. Total no. of Rows :- $n = n/2 = 4$

\hookrightarrow Outer loop = 4 Times [for both Upper & Lower Halves]

2. Upper Half :-

$\delta_0 \rightarrow 4\star, 1 \text{ space}, 4\star$

$\delta_1 \rightarrow 3\star, 3 \text{ space}, 3\star$

$\delta_2 \rightarrow 2\star, 5 \text{ space}, 2\star$

$\delta_3 \rightarrow 1\star, 7 \text{ space}, 1\star$

Dry Run
 $\tau_0 \rightarrow 4-0=4\star$
 $\tau_1 \rightarrow 4-1=3\star$
 $\tau_2 \rightarrow 4-2=2\star$
 $\tau_3 \rightarrow 4-3=1\star$

→ formula for printing
 \star in Upper Half
 $n=4$

Lower Half :-

$\tau_0 \rightarrow 1\star, 7\text{ space}, 1\star$
 $\tau_1 \rightarrow 2\star, 5\text{ space}, 2\star$
 $\tau_2 \rightarrow 3\star, 3\text{ space}, 3\star$
 $\tau_3 \rightarrow 4\star, 1\text{ space}, 4\star$

→ formula for printing
Space in Upper Half
 $2 * \text{row} + 1$
Dry Run ($n=4$)

$\tau_0 \rightarrow 2 * 0 + 1 = 1\text{ SP}$
 $\tau_1 \rightarrow 2 * 1 + 1 = 3\text{ SP}$
 $\tau_2 \rightarrow 2 * 2 + 1 = 5\text{ space}$
 $\tau_3 \rightarrow 2 * 3 + 1 = 7\text{ space}$

→ formula for printing
 \star in Lower Half

$\text{row} + 1$
 $n=4$

Dry Run

$\tau_0 \rightarrow 0+1=1\star$
 $\tau_1 \rightarrow 1+1=2\star$
 $\tau_2 \rightarrow 2+1=3\star$
 $\tau_3 \rightarrow 3+1=4\star$

→ formula for printing
Space in Lower Half

$2 * n - 2 * \text{row} - 1$

$n=4$

Dry Run

$\tau_0 \rightarrow 2 * 4 - 2 * 0 - 1 = 7$
 $\tau_1 \rightarrow 2 * 4 - 2 * 1 - 1 = 5$
 $\tau_2 \rightarrow 2 * 4 - 2 * 2 - 1 = 3$
 $\tau_3 \rightarrow 2 * 4 - 2 * 3 - 1 = 1$

Code:- // Printing Upper Half

```
for (int row = 0; row < n; row = row + 1) {
```

// 1st Inverted \star pyramid

```
for (int col = 0; col < n - row; col = col + 1) {
```

cout << " \star ";

}

// full Pyramid 1

```
for (int col = 0; col < 2 * row + 1; col = col + 1) {
```

cout << " _ ";

}

// 2nd Inverted \star Pyramid

```
for (int col = 0; col < n - row; col = col + 1) {
```

cout << " \star ";

}

cout << endl; }

// Printing Lower Half

```
for (int row=0; row < n; row=row+1) {
```

// Full Pyramid 1

```
for (int col=0; col < row+1; col=col+1) {
```

```
cout << "★";
```

}

// Inverted full pyramid

```
for (int col=0; col < 2*n - 2*row - 1; col=col+1) {
```

```
cout << " ";
```

}

// Full pyramid 2

```
for (int col=0; col < row+1; col=col+1) {
```

```
cout << "★";
```

}

```
cout << endl;
```

}

Q8.

$r_0 \rightarrow 1$

$r_1 \rightarrow 2 \star 2$

$r_2 \rightarrow 3 \star 3 \star 3$

$r_3 \rightarrow 4 \star 4 \star 4 \star 4$

↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑
 $c_0 c_1 c_2 c_3 c_4 c_5 c_6$

1. Total no. of Rows = $n = 4$

↳ Outer loop = 4 Times

2. $r_0 \rightarrow 1$ character

$r_1 \rightarrow 3$ character

$r_2 \rightarrow 5$ character

$r_3 \rightarrow 7$ character

$2 * \text{row} + 1 = \text{Inner loop}$

↳ if $\text{col} \% 2 = 0 \rightarrow \text{row} + 1$
else $\rightarrow \star$

Code :-

```

for( int row=0; row<n; row=row+1) {
    for( int col=0; col<2*row+1; col=col+1) {
        if ( col%2 == 0 ) {
            cout << row+1;
        }
        else {
            cout << "★";
        }
    }
    cout << endl;
}

```

Same as above

$\begin{matrix} 1 \\ 2\star 2 \\ 3\star 3 \star 3 \\ 4\star 4\star 4\star 4 \end{matrix}$

H.WRules :-

1. Here, $n=4$ but only 3 rows
are printing.

↳ Outerloop = $row < n$ Times

$\gamma_0 \rightarrow 3\star$
 $\gamma_1 \rightarrow 2\star 2$
 $\gamma_2 \rightarrow 1$

{ H.W }

2. $\gamma_0 \rightarrow 5$ character

$\gamma_1 \rightarrow 3$ character

$\gamma_2 \rightarrow 1$ character

$$2*n - 2*row - 3 = \text{Inner Loop}$$

↳ if ($col \% 2 == 0$)

↳ print $\rightarrow n - row - 1$

↳ else

Code :-

```

for( int row=0; row<n; row=row+1) {
    for( int col=0; col<2*n-2*row-3; col++)
}

```

↳ print $\rightarrow "★"$

```

if ( col%2 == 0 ) {
    cout << n - row - 1;
}

```

{

else {

```

    cout << "★";
}

```

{

```

cout << endl;
}

```

Q9.

Rule :-

1. No. of rows = $n = 6$.

↳ Outer loop = 6 Times

2. $\delta_0 \rightarrow 6$ character

$\delta_1 \rightarrow 5$ character

$\delta_2 \rightarrow 4$ character

$\delta_3 \rightarrow 3$ character

$\delta_4 \rightarrow 2$ character

$\delta_5 \rightarrow 1$ character

Inner loop = $n - \text{row}$

↳ if ($\text{col} = 0 || \text{col} = n - \text{row} - 1 || \text{row} = 0$)

↳ print *

else

↳ print space

→ We only want * in first row and

first and last column of each row.

Code :-

```
for (int row=0; row<n; row=row+1)
```

```
{
```

```
    for (int col=0; col<n-row; col=col+1)
```

```
{
```

```
        if ((col==0 || col==n-row-1) || row==0)
```

```
            cout << " * ";
```

```
        else
```

```
            cout << " _ ";
```

```
}
```

```
    cout << endl;
```

```
}
```

Q10.

Rule :-1. No. of Rows = $n = 5$

↳ Outer Loop = 5 Times

 $\gamma_0 \rightarrow A$ $\gamma_1 \rightarrow A B A$ $\gamma_2 \rightarrow A B C B A$ $\gamma_3 \rightarrow A B C D C B A$ $\gamma_4 \rightarrow A B C D E D C B A$ 2. $\gamma_0 \rightarrow A$ $\gamma_1 \rightarrow A B$ $\gamma_2 \rightarrow A B C$ $\gamma_3 \rightarrow A B C D$ $\gamma_4 \rightarrow A B C D E$

Pattern Excluding
Repetition
of characters

↳ Inner Loop = $row + 1$ (Times)

How to print characters?

Ex:- char ch = 'A' + 1 - 1 = A

∴ If we add same value in any variable and then subtract the same value then it won't affect the original value of that variable.

Similarly,

Any given number \leftrightarrow character \leftrightarrow start mapping

↓ ↓ ↓

Subtract the no. from character which we want to

Code :-

for (int row=0; row<n; row=row+1) {

char ch;

for (int col=0; col<row+1; col=col+1) {

int number = col+1;

ch = number + 'A'-1;

cout << ch;

}

// printing characters in backward direction until we reach 'A'

```

For (char alphabet = ch; alphabet > 'A'; )
{
    alphabet = alphabet - 1;
    cout << alphabet;
}
cout << endl;
}

```

flow of execution:-

- Outer loop will iterate until 'row < n' becomes false.
- ↳ first for loop will iterate from 'col = 0' to 'col < row + 1' and print character values starting from 'A'.
- ↳ Second for loop will iterate from 'alphabet = ch' to 'alphabet > 'A'' and first decrease the value of alphabet by 1 and then print the alphabet value to get the previous value of 'ch' every time until it gets 'A'.

Homework Questions

Q1. Numeric hollow inverted half pyramid.

```
for ( int row=0; row < n; row = row+1 ) {
```

```

    for ( int col=0; col < n - row; col = col+1 ) {
        if ( row == 0 )
            cout << col+1;
        else if ( col > 0 && col < n - row - 1 ) {
            cout << " ";
        }
        else if ( col == n - row - 1 )
            cout << n;
        else
            cout << row+1;
    }
    cout << endl;
}
```

Q2. Numeric palindrome equilateral pyramid.

```
for (int row=0; row<n; row=row+1)
```

1

```
{ // first print n-row-1 spaces
```

1 2 1

```
for (int col=0; col<n-row-1; col++) {
```

1 2 3 2 1

```
cout << " ";
```

1 2 3 4 3 2 1

}

1 2 3 4 5 4 3 2 1

// Print half pyramid patterns of numbers

```
int num;
```

```
for (int col=0; col<row+1; col=col+1) {
```

```
int number = col+1;
```

```
num = number+1-1;
```

```
cout << num; // simply print numeric pyramid
```

}

// Now print repeating numbers in reverse order until 1

```
for (int col = num; col > 1;) {
```

```
col = col-1;
```

```
cout << col;
```

}

```
cout << endl;
```

}