

# Star Pattern Console Outputs — 100 Tasks (No Code)

Assumption for readability: default small sizes (typically  $n = 5$  or width  $\approx 9$ ). Advanced/graphical items are provided as clean ASCII approximations.

## ■ Basic Level (1–30)

### 1) Single star

```
*
```

### 2) Row of 5 stars

```
*****
```

### 3) 5x5 square

```
*****
```

```
*****
```

```
*****
```

```
*****
```

```
*****
```

### 4) Right-angled triangle (left)

```
*
```

```
**
```

```
***
```

```
****
```

```
*****
```

### 5) Right-angled triangle (right)

```
*
```

```
 **
```

```
***
```

```
****
```

```
*****
```

### 6) Inverted triangle (left)

```
*****
```

```
****
```

```
***
```

```
**
```

```
*
```

### 7) Inverted triangle (right)

```
*****
```

```
 ****
```

```
 ***
```

```
 **
```

```
 *
```

### 8) Pyramid of stars (h=5)

```
*
```

```
 ***
```

```
*****
```

```
*****
```

```
*****
```

### 9) Inverted pyramid

```
*****
```

```
*****
```

```
*****
```

```
 ***
```

```
 *
```

### 10) Hollow square (5x5)

```
*****
```

```
*      *
```

```
*      *
```

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

### 11) Hollow rectangle (5x3)

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

### 12) Hollow right triangle (left)

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

### 13) Hollow pyramid

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

### 14) Diamond shape

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

### 15) Inverted diamond

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

### 16) Half diamond

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

### 17) Mirrored half diamond (right-aligned)

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

### 18) Increasing stars per row

```
*
**
```

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

### 19) Decreasing stars per row

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

### 20) Alternating rows (\* / space)

```
*****

*****
```

### 21) Stars + row numbers

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

### 22) Column numbers triangle

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
```

### 23) Alphabets triangle

```
A
A B
A B C
A B C D
A B C D E
```

### 24) ASCII values triangle

```
65
65 66
65 66 67
65 66 67 68
65 66 67 68 69
```

### 25) Fibonacci triangle

```
0
0 1
0 1 1
0 1 1 2
0 1 1 2 3
```

### 26) Prime numbers triangle

```
2
2 3
2 3 5
2 3 5 7
2 3 5 7 11
```

### 27) Even numbers triangle

```
2
2 4
2 4 6
2 4 6 8
2 4 6 8 10
```

### 28) Odd numbers triangle

1  
1 3  
1 3 5  
1 3 5 7  
1 3 5 7 9

### 29) Multiplication table triangle

1  
2 4  
3 6 9  
4 8 12 16  
5 10 15 20 25

### 30) Pascal's triangle (rows 0..4)

1  
1 1  
1 2 1  
1 3 3 1  
1 4 6 4 1

## ■ Intermediate Level (31–70)

### 31) Centered pyramid (h=5)

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

### 32) Diamond (width≈9)

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

### 33) Hollow diamond

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

### 34) Butterfly pattern

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

### 35) Mirrored butterfly

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

### 36) Sandglass

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

### 37) Hollow sandglass

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

### 38) Zigzag (w=9, h=5)

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

### 39) Plus (+) 5x5

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

### 40) X pattern 5x5

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

### 41) Checkerboard 5x5

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

### 42) Star border square 7x7

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

### 43) Star border rectangle 9x5

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

### 44) Triangle alt \* and #

```
*  
# #  
* # *  
# * # #  
* # * # *
```

### 45) Triangle alt \* and numbers

```
*  
1 1  
* 1 *  
1 * 1 1  
* 1 * 1 *
```

### 46) Triangle alt \* and alphabets

```
*  
A A  
* A *  
A * A A  
* A * A *
```

### 47) Spiral order (square shell approx.)

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

```

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

```

#### 48) Snake pattern (w=5)

```

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

```

#### 49) Wave pattern (approx.)

```

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

```

#### 50) Concentric circles (approx.)

```

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

```

#### 51) Concentric squares

```

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

```

#### 52) Diagonal (\)

```

*
*
*
*
*

```

#### 53) Anti-diagonal (/)

```

  *
  *
  *
  *
  *

```

#### 54) Zigzag diagonals

```

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

```

#### 55) Vertical stripes

```

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

```

#### 56) Horizontal stripes

```

*****

```

\* \* \* \* \*

\* \* \* \* \*

### 57) Checkerboard stripes

\* \* \*

\* \* \* \* \*

\* \* \*

\* \* \* \* \*

\* \* \*

### 58) Triangle inside triangle (outline)

\*

\* \*

\* \*

\* \* \* \*

\* \* \* \* \* \*

### 59) Diamond inside triangle

\*

\* \*

\* \* \*

\* \* \*

\* \* \* \* \* \*

### 60) Triangle inside diamond

\*

\* \*

\* \* \*

\* \* \*

\* \* \* \* \*

\* \* \*

\* \* \*

\* \*

\*

### 61) Pyramid inside diamond

\*

\*\*\*

\*\*\*\*\*

\*\*\*\*\*

\* \* \* \* \* \*

\*\*\*\*\*

\*\*\*\*\*

\*\*\*

\*

### 62) Diamond inside pyramid

\*

\* \*

\* \*

\*\*\*\*\*

\* \* \* \* \* \*

### 63) Hourglass inside diamond

\*

\* \*

\*\*\*\*\*

\*\*\*

\*

\*\*\*

\*\*\*\*\*

\* \*

\*

### 64) Butterfly inside diamond

\*



```

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

```

**65) Spiral inside diamond (approx.)**

```

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

```

**66) Concentric diamonds**

```

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

```

**67) Concentric pyramids**

```

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

```

**68) Concentric triangles**

```

      *
    *  *
  *****
    *  *
      *

```

**69) Concentric hourglasses**

```

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

```

**70) Concentric butterflies**

```

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

```

## ■ Advanced Level (71–100)

### 71) Sierpinski triangle (order≈3)

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

### 72) Fractal grid (approx.)

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

### 73) Koch snowflake (ASCII sketch)

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

### 74) Mandala-like (radial)

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

### 75) Circular (target)

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

### 76) Spiral (square spiral)

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

### 77) Rotating star (one frame)

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

### 78) Input-based shape (heart example)

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

### 79) Input formula (circle $r \approx 3$ )

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

### 80) Recursion-based triangle

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

### 81) Backtracking fill (maze)

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

### 82) Memoization (Pascal rows)

```
1
1 1
1 2 1
1 3 3 1
1 4 6 4 1
```

### 83) Dynamic programming diamond

```
1
1 1
1 2 1
1 3 3 1
1 4 6 4 1
1 3 3 1
1 2 1
1 1
1
```

### 84) Mathematical grid (sin/cos dots)

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

### 85) Trigonometric star (rose approx.)

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

### 86) Polar rings (approx.)

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

### 87) Matrix transform (rotated X)

```
*
* *
```

```
*   *
* *
*

```

## 88) Symmetry rules (bilateral)

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

## 89) Bitwise (i&j;) checker

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

## 90) Binary representation triangle

```
1
1 0
1 0 1
1 0 1 0
1 0 1 0 1

```

## 91) Hex representation triangle

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5

```

## 92) ASCII art banner

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

```

## 93) Unicode stars

```
★ ■ ★ ■ ★
■ ★ ■ ★ ■
★ ■ ★ ■ ★
■ ★ ■ ★ ■
★ ■ ★ ■ ★

```

## 94) Emoji stars

```
■ ■ ■
■ ■ ■
■ ■ ■
■ ■ ■
■ ■ ■

```

## 95) Gradient shading levels

```
@@@@@
#### #
=== =
--- -
. . . . .

```

## 96) Color codes (monochrome demo)

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

```

## 97) HTML/CSS sketch

```
<div>
*****
***
*
***
*****
</div>
```

### 98) SVG sketch

```
<svg>
*****
*      *
*      *
*****
</svg>
```

### 99) Canvas sketch

```
[ canvas ]
*****
*      *
*      *
*****
```

### 100) Turtle graphics sketch

```

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