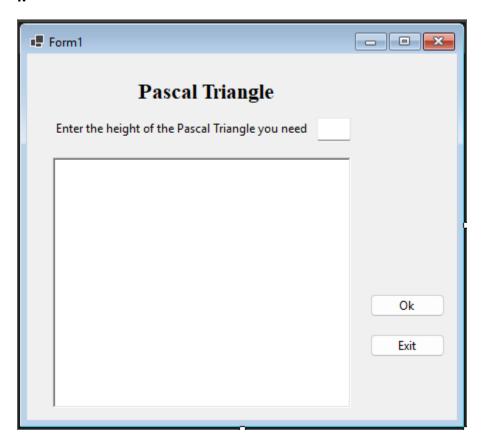
Practical Guide 06 – Part II

I.



III.

```
namespace PascalTriangle
    public partial class Form1 : Form
        public Form1()
            InitializeComponent();
        private void btnExit_Click(object sender, EventArgs e)
            this.Close();
        private void btn0k_Click(object sender, EventArgs e)
            richTextBox1.Text = "";
            try
                int length = int.Parse(txtNumber.Text);
                long[][] triangle = new long[length + 1][];
                for (int row = 0; row < length; row++)</pre>
                    triangle[row] = new long[row + 1];
                // Calculate the Pascal's triangle
                triangle[0][0] = 1;
                for (int row = 0; row < length - 1; row++)</pre>
                    for (int col = 0; col <= row; col++)</pre>
```

```
EC/2021/006
```

```
{
                             triangle[row + 1][col] += triangle[row][col];
triangle[row + 1][col + 1] += triangle[row][col];
                    }
                    // Print the Pascal's triangle
                   for (int row = 0; row < length; row++)</pre>
                        richTextBox1.Text = richTextBox1.Text + "".PadLeft((length - row) * 2);
for (int col = 0; col <= row; col++)</pre>
                              richTextBox1.Text = richTextBox1.Text + triangle[row][col];
                        richTextBox1.Text = richTextBox1.Text + Environment.NewLine;
              catch (FormatException)
                   MessageBox.Show("Please enter a number to the length");
         }
    }
}
```

IV.

