

## Logic Building Assignment: 38

1. Write Java program which accept String from user and display below pattern.

```
Input:
          Hello
Output:
          H
               e
                               0
          H
                               0
          H
               e
                               0
          H
               e
```

```
Program Layout:
class Pattern
{
     public void Pattern(String str)
           // Logic
     }
}
```

2. Write Java program which accept String from user and display below pattern.

```
Input:
           Hello
Output:
           H
                e
                                 0
           H
                e
           H
                e
           H
                e
           H
Program Layout:
class Pattern
{
     public void Pattern(String str)
          // Logic
```

}



## 3. Write Java program which accept String from user and display below pattern.

```
Input:
          Hello
Output:
          Н
          H
               e
          H
               e
          H
               e
                          ١
          H
               e
                               0
Program Layout:
class Pattern
{
     public void Pattern(String str)
          // Logic
}
4. Write Java program which accept String from user and display
below pattern.
Input:
          Hello
Output:
                     I
          H
                               0
               e
          H
                e
          H
                e
                     1
          H
               e
          H
          H
                e
          H
                e
          Н
                e
                     1
          H
                               0
                e
Program Layout:
class Pattern
{
     public void Pattern(String str)
     {
          // Logic
```

}



5. Write Java program which accept String from user and display below pattern.

```
Input:
          Hello
Output:
          H
          H
                e
          H
                e
          H
                e
          H
                e
           H
                e
           Н
                e
          H
                e
           H
                e
          Н
Program Layout:
class Pattern
{
     public void Pattern(String str)
          // Logic
     }
}
```