Practical 3 May

1) Write 4 programs called `NumberPatternX` (X = A, B, C, D) that prompts user for the size (a non-negative integer in int); and prints the pattern as shown:

```
Enter the size: 8

1                       1 2 3 4 5 6 7 8                       1       8 7 6 5 4 3 2 1
1 2                       1 2 3 4 5 6 7                     2 1       7 6 5 4 3 2 1
1 2 3                       1 2 3 4 5 6                   3 2 1       6 5 4 3 2 1
1 2 3 4                       1 2 3 4 5                 4 3 2 1       5 4 3 2 1
1 2 3 4 5                       1 2 3 4               5 4 3 2 1       4 3 2 1
1 2 3 4 5 6                       1 2 3           6 5 4 3 2 1       3 2 1
1 2 3 4 5 6 7                       1 2       7 6 5 4 3 2 1       2 1
1 2 3 4 5 6 7 8                       1   8 7 6 5 4 3 2 1       1
     (a)                     (b)                   (c)                   (d)
```

2) Write 2 programs called `BoxPatternX` (X = A, B) that prompts user for the size (a non-negative integer in int); and prints the pattern as shown:

```
Enter the size: 8

# # # # # # # #     # # # # # # # #
#             #       #
#             #         #
#             #           #
#             #             #
#             #               #
#             #                 #
# # # # # # # #     # # # # # # # #
     (a)                 (b)
```