

A 1 - int i, j, size = 5;

```
for (i = 0; i < size; i++) {
    for (j = 0; j < size; j++) {
        if (i == 0 || i == size - 1 || j == 0 || j == size - 1) {
            printf("*");
        } else {
            printf(" ");
        }
    }
    printf("\n");
}
printf("\n");
```

A 2 -

int i, j, size = 5;

```
printf("Pattern 2: Letter A\n");
for (i = 0; i < size; i++) {
    for (j = 0; j < size; j++) {
        if ((i == 0 && j != 0 && j != size - 1) || (i == size / 2) || (j == 0 && i != 0) || (j == size - 1 && i != 0)) {
            printf("*");
        } else {
            printf(" ");
        }
    }
    printf("\n");
}
```

A 3 - int i, j, size = 5;

```
for (i = 0; i < size; i++) {
    for (j = 0; j < size; j++) {
        if ((j == 0) || (i == 0 && j != size - 1) || (i == size / 2 && j != size - 1) || (i == size - 1 && j != size - 1) || (j == size - 1 && i != 0 && i != size / 2 && i != size - 1)) {
            printf("*");
        }
    }
}
```

```

        } else {
            printf(" ");
        }
    }
    printf("\n");
}

```

A 4 - int i, j, size = 5;

```

for (i = 0; i < size; i++) {
    for (j = 0; j < size; j++) {
        if (i == 0 || i == size - 1 || j == 0) {
            printf("*");
        } else {
            printf(" ");
        }
    }
    printf("\n");
}

```

A 5 - int i, size = 5;

```

for (i = 0; i < size; i++) {
    if (i == 0 || i == size / 2 || i == size - 1) {
        for (int j = 0; j < size; j++) {
            printf("*");
        }
    } else {
        printf("*");
    }
    printf("\n");
}

```

A 6 - int i, size = 5;

```

for (i = 0; i < size; i++) {

```

```

    if (i == 0 || i == size / 2) {
        for (int j = 0; j < size; j++) {
            printf("*");
        }
    } else {
        printf("*");
    }
    printf("\n");
}

```

A 7 - int i, j, size = 5;

```

for (i = 0; i < size; i++) {
    for (j = 0; j < size; j++) {
        if (j == 0 || j == size - 1 || i == size / 2) {
            printf("*");
        } else {
            printf(" ");
        }
    }
    printf("\n");
}

```

A 8 - int i, j, size = 5;

```

printf("Pattern 6: Letter I\n");
for (i = 0; i < size; i++) {
    if (i == 0 || i == size - 1) {
        for (j = 0; j < size; j++) {
            printf("*");
        }
    } else {
        for (j = 0; j < size; j++) {
            if (j == size / 2) {
                printf("*");
            } else {
                printf(" ");
            }
        }
    }
}

```

```

    }
    printf("\n");
}

```

A 9 - int i, j, size = 5;

```

for (i = 0; i < size; i++) {
    for (j = 0; j < size; j++) {
        if (i == size - 1 || j == 0) {
            printf("*");
        } else {
            printf(" ");
        }
    }
}
printf("\n");
}

```

A 31 - int i, j, num;

```

for (i = 0; i < 5; i++) {
    num = i + 1;
    for (j = 0; j < 5; j++) {
        printf("%2d ", num);
        num += 5;
    }
    printf("\n");
}

```

A 33 - int i, j;

```

for (i = 0; i < 5; i++) {
    for (j = 0; j < 5; j++) {
        if (i == 0 || i == 4 || j == 0 || j == 4) {
            printf("* ");
        } else if (i == 2 && j == 2) {
            printf("* ");
        } else {
            printf("# ");
        }
    }
}

```

```
    }  
    printf("\n");  
}
```

```
A 35 - int i, j;  
    for (i = 0; i < 5; i++) {  
        for (j = 0; j < 5; j++) { if  
            (i == j) {  
                printf("* ");  
            } else {  
                printf("%d ", i + 1);  
            }  
        }  
    }  
    printf("\n");  
}
```