with Ada.Text\_IO, Ada.Integer\_Text\_IO ;

use Ada.Text\_IO, Ada.Integer\_Text\_IO ;

procedure Hello is

My\_Array : array (0 .. 5) of Integer ;

begin

for Iterrator in My\_Array'Range loop

New\_Line ;

end loop ;

New\_Line ;

My\_Array(0) := 1 ;

for Iterrator\_Pascal in Integer range 0 .. 5 loop

for Iterrator in Integer range 0 .. Iterrator\_Pascal loop

if Iterrator >= 1 and Iterrator <= Iterrator\_Pascal - Iterrator then

My\_Array(Iterrator) := My\_Array(Iterrator - 1) + My\_Array(Iterrator) ;

if Iterrator\_Pascal > 3 and Iterrator = Iterrator\_Pascal / 2 then

My\_Array(Iterrator) := My\_Array(Iterrator) - 1 ;

end if ;

elsif Iterrator >= Iterrator\_Pascal - Iterrator then

My\_Array(Iterrator) := My\_Array(Iterrator\_Pascal - Iterrator) ;

end if ;

Put(My\_Array(Iterrator)) ;

New\_Line ;

end loop ;

New\_Line ;

end loop;

end Hello ;