#### I. Làm quen 2 vòng lặp lông nhau

1. Vẽ hình chữ nhật bằng \* với kích thước n\*m



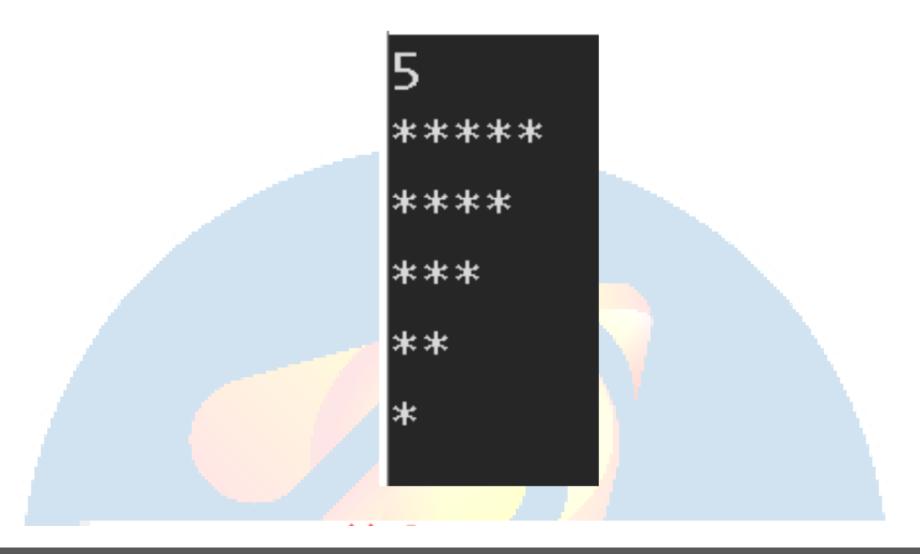
```
3 pint main(){
       int n, m;
       scanf("%d%d",&n,&m);
       for(int i=1;i<=n;++i){</pre>
            for(int j=1;j<=m;++j){</pre>
                printf("*");
            printf("\n");
```

2. Vẽ tam giác bằng \* (bai 6.16)



```
int main(){
     int n;
     scanf("%d",&n);
     for(int i=1; i<=n;++i){</pre>
          for(int j=1;j<=i;++j)</pre>
               printf("*");
          printf("\n");
```

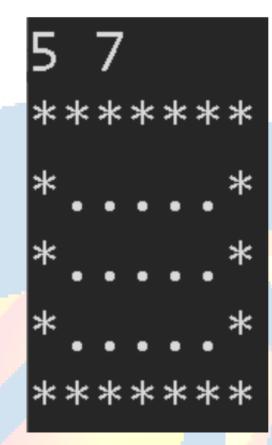
## 3. Vẽ tam giác ngược



```
int main(){
    int n;
    scanf("%d",&n);
    for(int i=n; i>=1;--i){}
        for(int j=1; j<=i;++j)
            printf("*");
        printf("\n");
```

# II. Vồng lặp lồng nhau kết hợp if else.

1. Chữ nhật rỗng (Bai 6.10)



```
int main(){

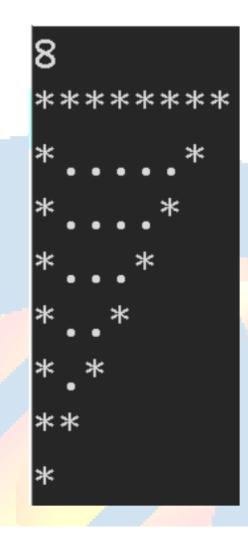
     int n, m;
     scanf("%d%d",&n,&m);
     for(int i=1;i<=n;++i){</pre>
         for(int j=1; j<=m;++j){
              if(i==1||i==n||j==1||j==m)
                  printf("*");
              else printf(".");
         printf("\n");
```

# 2. Tam giác rỗng (Bai 6.12)

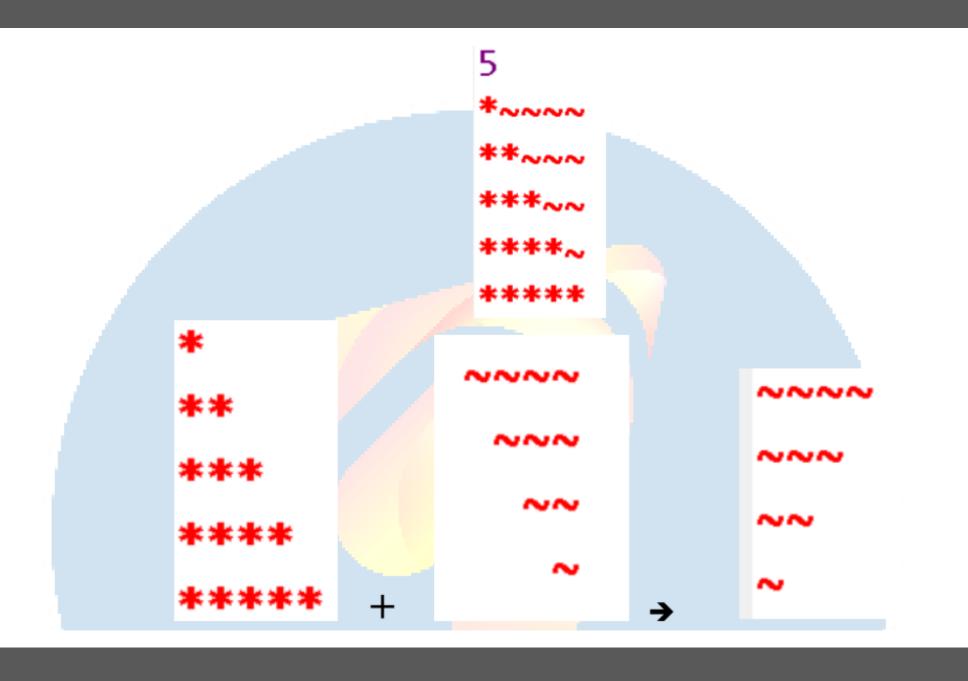


```
int main(){
    int n;
    scanf("%d",&n);
    for(int i=1;i<=n;++i){</pre>
        for(int j=1;j<=i;++j){
             if(i==1||i==n||j==1||j==i)
                 printf("*");
             else printf(".");
        printf("\n");
```

3. Tam giác ngược **rỗng** (Bài 6.04)

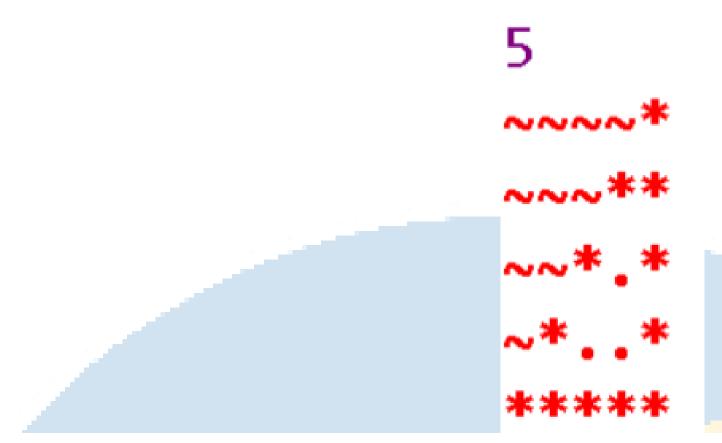


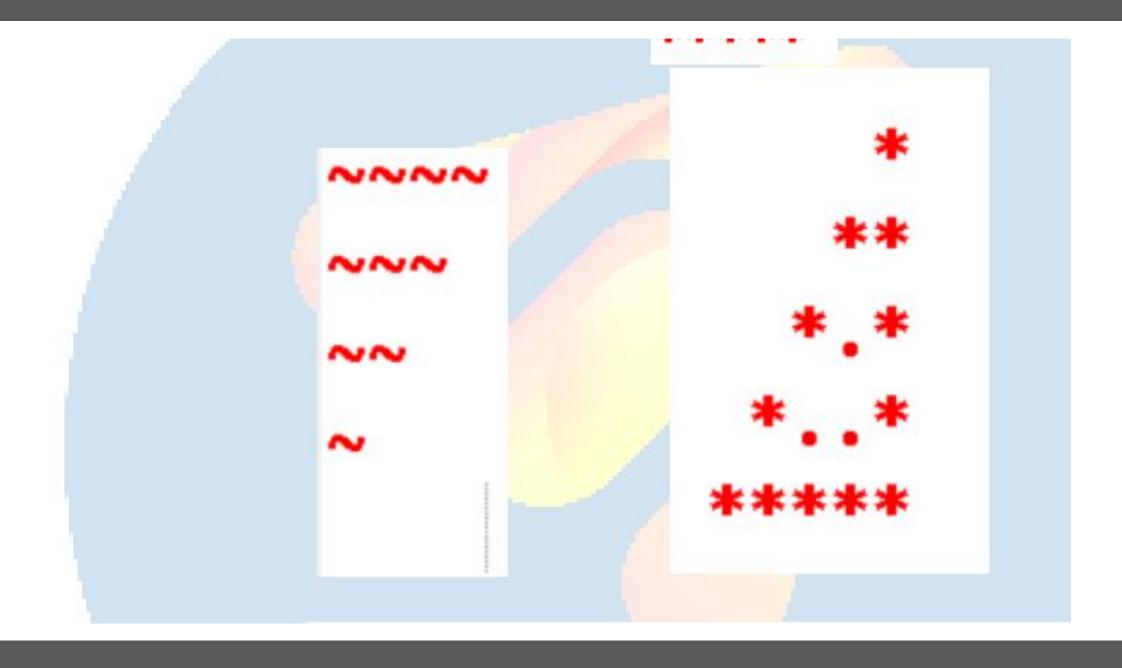
```
int main(){
    int n;
    scanf("%d",&n);
    for(int i=n;i>=1;--i){
        for(int j=1; j<=i;++j){
            if(i==1||i==n||j==1||j==i)
                printf("*");
            else printf(".");
        printf("\n");
```



```
int main(){
    int n;
    scanf("%d",&n);
    for(int i=1; i<=n;++i){
        for(int j=1; j<=i;++j)
             printf("*");
        for(int j=1; j<=n-i;++j)</pre>
             printf("~");
        printf("\n");
```

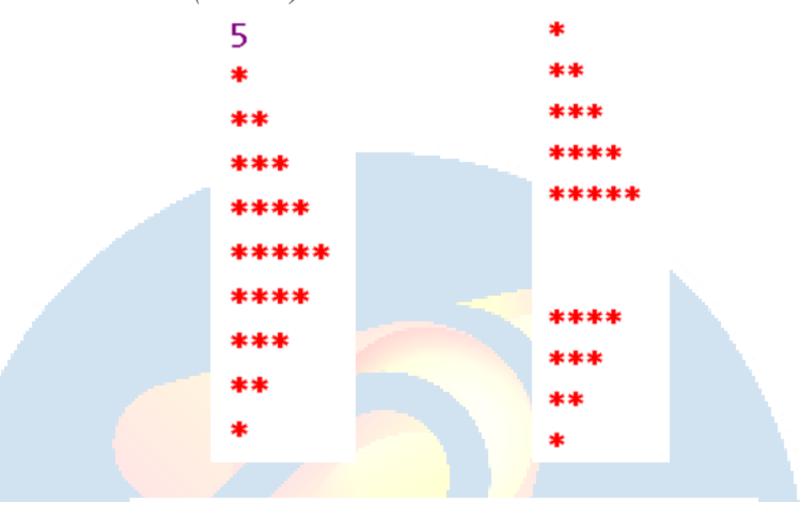
# 2. Vẽ hình 2 (Bai 6.18)





```
int main(){
    int n;
    scanf("%d",&n);
    for(int i=1;i<=n;++i){
        for(int j=1; j<=n-i;++j)</pre>
             printf("~");
        for(int j=1; j<=i;++j)
            if(i==1||i==n||j==1||j==i)
                 printf("*");
            else printf(".");
        printf("\n");
```

### 3. Vẽ hình 3 (Bài 6.05)



```
int main(){
    int n;
    scanf("%d",&n);
    for(int i=1;i<=n;++i){</pre>
         for(int j=1;j<=i;++j)</pre>
             printf("*");
         printf("\n");
    for(int i=n-1;i>=1;--i){
         for(int j=1;j<=i;++j)</pre>
             printf("*");
         printf("\n");
```

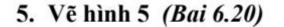
#### 4. Vẽ hình 4





```
int main(){
    int n;
    scanf("%d",&n);
    for(int i=n;i>=1;--i){
        for(int j=1; j<i;++j)
            printf("~");
        for(int j=1; j<=i;++j)
            printf("*");
        printf("\n");
```

```
for(int i=2;i<=n;++i){
    for(int j=1;j<i;++j)
        printf("~");
    for(int j=1;j<=i;++j)
        printf("*");
    printf("\n");
}</pre>
```





### \*\*\*\* \*\*\*\* \*\*\*\* ~\*\*\*\* \*\*\*~~ ~~\*\*\* \*\*~~~ ~~~\*\* ~~~\* \*\*~~~ ~~~\*\* \*\*\*~~ ~~\*\*\* \*\*\*\* ~\*\*\*\* \*\*\*\* \*\*\*\*

5 ****	****
****	~ ****
*** ~~	~~ ***
** ~~~	~~~ **
* ~~~~	****
** ~~~	~~~ **
*** ~~	~~ ***
****	~ ****
****	****

```
int main(){
    int n;
    scanf("%d",&n);
    for(int i=n;i>=1;--i){
         for(int j=1;j<=i;++j)</pre>
             printf("*");
         for(int j=1;j<=(n-i)*2;++j)</pre>
             printf("~");
         for(int j=1;j<=i;++j)</pre>
             printf("*");
         printf("\n");
```

```
for(int i=2;i<=n;++i){
    for(int j=1;j<=i;++j)
        printf("*");
    for(int j=1;j<=(n-i)*2;++j)
        printf("~");
    for(int j=1;j<=i;++j)
        printf("*");
    printf("\n");
}</pre>
```