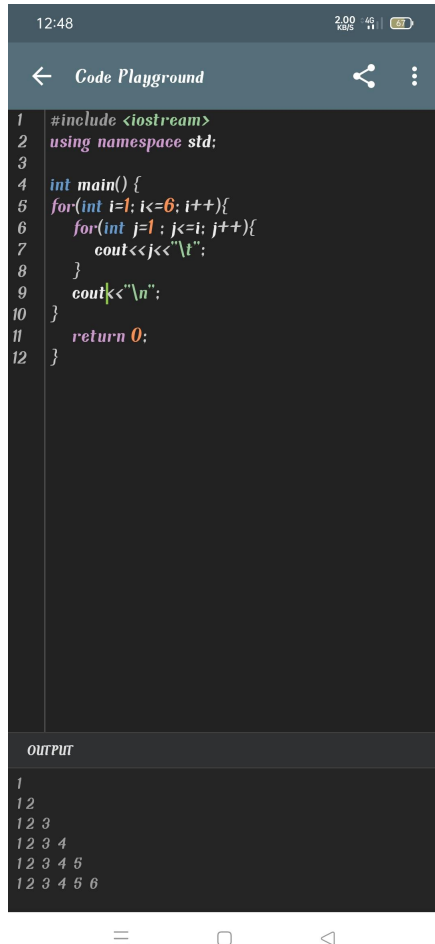


Pattern using cpp

Example 1

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
1 2 3 4 5 6
```

A screenshot of a mobile application titled "Code Playground". The top status bar shows the time 12:48, signal strength, 4G LTE, and battery level at 57%. The app interface has a dark theme. The code editor area contains the following C++ code:

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     for(int i=1; i<=6; i++){
6         for(int j=1; j<=i; j++){
7             cout<<j<<"\t";
8         }
9         cout<<"\n";
10    }
11    return 0;
12 }
```

The output area, labeled "OUTPUT", shows the result of running the code:

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
1 2 3 4 5 6
```

At the bottom of the screen, there are three standard Android navigation icons: a hamburger menu, a square home button, and a triangle back button.

Example 2

12:4928.0 °C | 4G | 67

← Code Playground

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     for(int i=1; i<=6; i++){
6         for(int j=1; j<=i; j++){
7             cout<<i<<"\t";
8         }
9         cout<<"\n";
10    }
11    return 0;
12 }
```

OUTPUT

```
1
2 2
3 3 3
4 4 4 4
5 5 5 5 5
6 6 6 6 6 6
```

Example 3

The screenshot shows a mobile application interface for a 'Code Playground'. At the top, the status bar displays the time '12:52', signal strength, and battery level. Below the status bar is a header with a back arrow, the title 'Code Playground', a share icon, and a menu icon. The main area is a dark-themed code editor containing C++ code. The code is as follows:

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     for(int i=6; i>=1; i--){
6         for(int j=1; j<=i; j++){
7             cout<<j<<"\t";
8         }
9         cout<<"\n";
10    }
11    return 0;
12 }
```

Below the code editor is a section labeled 'OUTPUT' which displays the result of running the code:

```
1 2 3 4 5 6
1 2 3 4 5
1 2 3 4
1 2 3
1 2
1
```

At the bottom of the screen are three standard Android navigation icons: a hamburger menu, a square home button, and a triangle back button.

Example 4

Pending

Example 5



The screenshot shows a mobile application interface for a code playground. At the top, the status bar displays the time 1:06, signal strength, and battery level. Below the status bar is a header with a back arrow, the text "Code Playground", a share icon, and a menu icon. The main area is a dark-themed code editor with C++ code. The code is as follows:

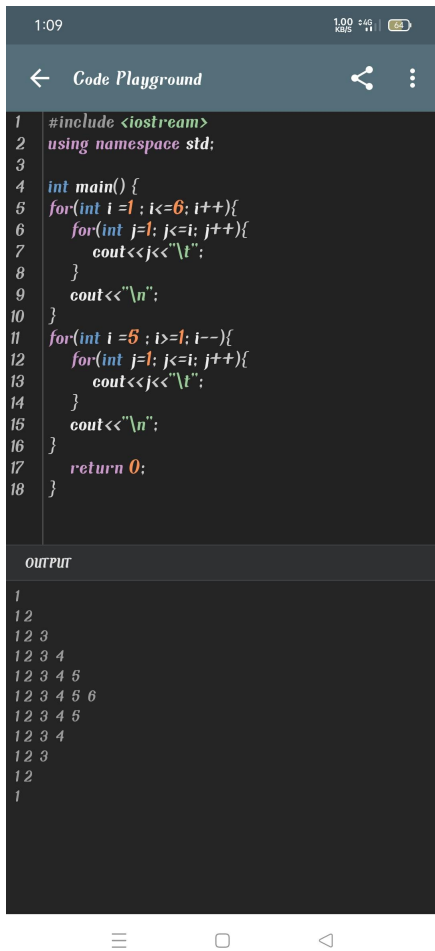
```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int count=1;
6     for(int i=1 ; i<=6; i++){
7         for(int j=1; j<=i; j++){
8             cout<<count<<" ";
9             count++;
10        }
11        cout<<"\n";
12    }
13    return 0;
14 }
```

Below the code editor is a section labeled "OUTPUT" which displays the result of running the code:

```
1
2 3
4 5 6
7 8 9 10
11 12 13 14 15
16 17 18 19 20 21
```

At the bottom of the screen are three navigation icons: a hamburger menu, a square, and a back arrow.

Example 6



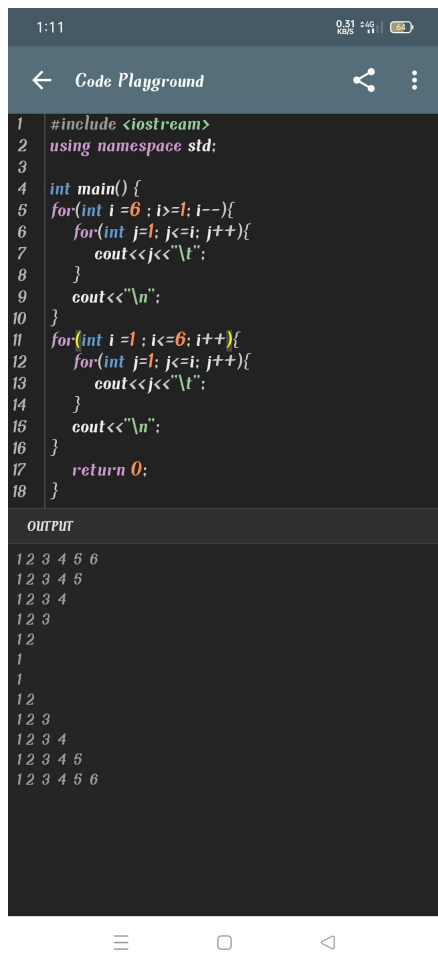
The screenshot shows a mobile application interface with a dark theme. At the top, the status bar displays the time 1:09, signal strength, and battery level. The app's title bar is labeled 'Code Playground' and includes a back arrow and a menu icon. The main area is divided into two sections: a code editor and an output window. The code editor contains C++ code that prints a symmetric pattern of numbers. The output window shows the result of running this code, which is a 6-line pattern of numbers.

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     for(int i = 1; i <= 6; i++){
6         for(int j = 1; j <= i; j++){
7             cout << j << " ";
8         }
9         cout << "\n";
10    }
11    for(int i = 6; i >= 1; i--){
12        for(int j = 1; j <= i; j++){
13            cout << j << " ";
14        }
15        cout << "\n";
16    }
17    return 0;
18 }
```

OUTPUT

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
1 2 3 4 5 6
1 2 3 4 5
1 2 3 4
1 2 3
1 2
1
```

Example 7



The screenshot shows a mobile application titled "Code Playground". The top status bar displays the time "1:11", signal strength, and battery level. The app's header includes a back arrow, the title "Code Playground", a share icon, and a menu icon. The main area is divided into two sections: a code editor and an output window. The code editor contains the following C++ code:

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     for(int i = 6; i >= 1; i--){
6         for(int j = 1; j <= i; j++){
7             cout << j << " ";
8         }
9         cout << "\n";
10    }
11    for(int i = 1; i <= 6; i++){
12        for(int j = 1; j <= i; j++){
13            cout << j << " ";
14        }
15        cout << "\n";
16    }
17    return 0;
18 }
```

The output window, labeled "OUTPUT", displays the result of the code execution:

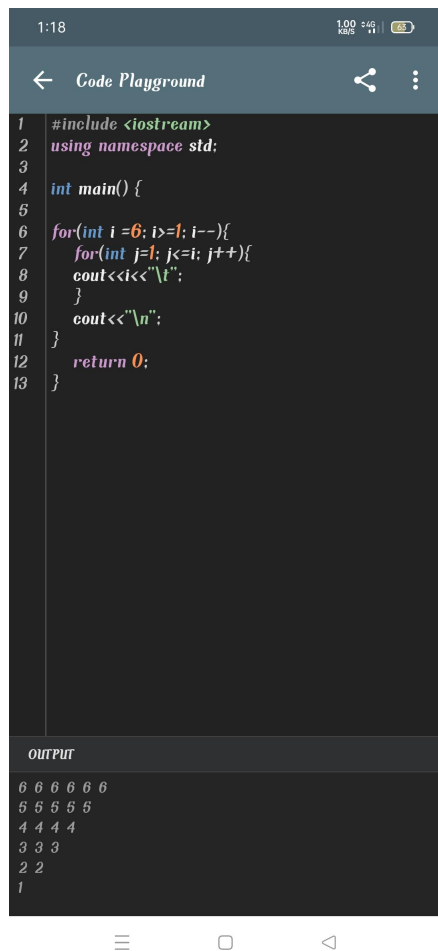
```
1 2 3 4 5 6
1 2 3 4 5
1 2 3 4
1 2 3
1 2
1
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
1 2 3 4 5 6
```

At the bottom of the screen, there are three navigation icons: a hamburger menu, a square, and a back arrow.

Example 8

Pending

Example 9



The screenshot shows a mobile application titled "Code Playground". The top status bar displays the time "1:18", signal strength, and battery level. The app's header has a back arrow, the title "Code Playground", a share icon, and a menu icon. The main area contains C++ code with line numbers 1 through 13. The code uses nested loops to print a pattern of numbers. Below the code editor is an "OUTPUT" section showing the result of the program's execution.

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5
6     for(int i =6; i>=1; i--){
7         for(int j=1; j<=i; j++){
8             cout<<i<<"\t";
9         }
10        cout<<"\n";
11    }
12    return 0;
13 }
```

OUTPUT

```
6 6 6 6 6 6
5 5 5 5 5
4 4 4 4
3 3 3
2 2
1
```

Example 10

1:20 0.08 s 4G 11

Code Playground

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5
6     for(int i =1; i<=5; i++){
7         for(int j=i; j<=5; j++){
8             cout<<j<<" ";
9         }
10        cout<<"\n";
11    }
12    return 0;
13 }
```

OUTPUT

```
1 2 3 4 5
2 3 4 5
3 4 5
4 5
5
```

Example 11



The screenshot shows a mobile application interface titled "Code Playground". At the top, there is a status bar with the time "1:23", signal strength, and battery level. Below the title bar, there is a dark-themed code editor with the following C++ code:

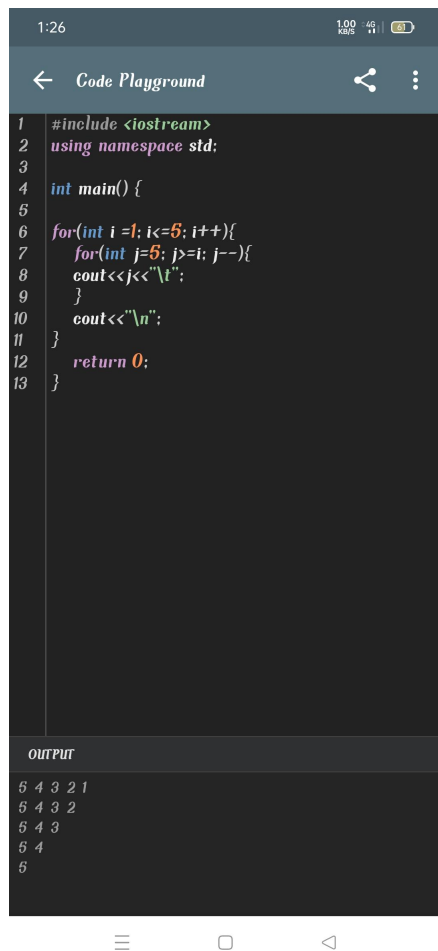
```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5
6     for(int i = 5; i >= 1; i--){
7         for(int j = i; j >= 1; j--){
8             cout << j << " ";
9         }
10        cout << "\n";
11    }
12    return 0;
13 }
```

Below the code editor, there is a section labeled "OUTPUT" which displays the result of the program's execution:

```
5 4 3 2 1
4 3 2 1
3 2 1
2 1
1
```

At the bottom of the screen, there are three navigation icons: a hamburger menu, a square, and a back arrow.

Example 12



The screenshot shows a mobile application interface titled "Code Playground". The top status bar displays the time "1:26", signal strength "1.00", and battery level "49%". The app's header bar is dark blue with a back arrow, the title "Code Playground", a share icon, and a menu icon. The main area is a dark-themed code editor with C++ code. The code is as follows:

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5
6     for(int i =1; i<=5; i++){
7         for(int j=5; j>=i; j--){
8             cout<<j<<" ";
9         }
10        cout<<"\n";
11    }
12    return 0;
13 }
```

Below the code editor is a section labeled "OUTPUT" in all caps. It displays the program's output, which is a right-angled triangle of numbers:

```
5 4 3 2 1
5 4 3 2
5 4 3
5 4
5
```

At the bottom of the screen, there are three standard Android navigation icons: a square, a circle, and a triangle.

Example 13

The screenshot shows a mobile application titled "Code Playground". The top status bar displays the time "1:28", signal strength "1.00", 4G connectivity, and a battery icon. The app's header bar is dark blue with a back arrow, the title "Code Playground", a share icon, and a menu icon. The main area has a dark background with C++ code in a light-colored font. The code is as follows:

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5
6     for(int i = 5; i >= 1; i--){
7         for(int j = i; j <= 5; j++){
8             cout << j << " ";
9         }
10        cout << "\n";
11    }
12    return 0;
13 }
```

Below the code editor is a section labeled "OUTPUT" in a dark bar. The output area shows the result of the program:

```
5
4 5
3 4 5
2 3 4 5
1 2 3 4 5
```

At the bottom of the screen, there are three standard Android navigation icons: a square, a circle, and a triangle.

Example 14

Pending

Example 15

1:37 100% 4G 11

← Code Playground

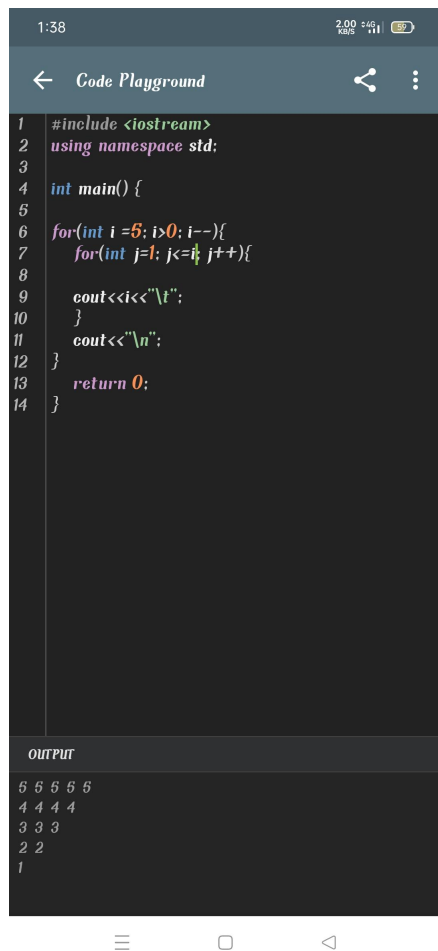
```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5
6     for(int i = 5; i > 0; i--){
7         for(int j = i; j <= 5; j++){
8
9             cout << i << " ";
10        }
11        cout << "\n";
12    }
13    return 0;
14 }
```

OUTPUT

```
5
4 4
3 3 3
2 2 2 2
1 1 1 1 1
```

☰ □ ◀

Example 16



The screenshot shows a mobile application titled "Code Playground". The top status bar displays the time "1:38", signal strength, and battery level. The app's header bar has a back arrow, the title "Code Playground", a share icon, and a menu icon. The main area contains C++ code with line numbers 1 through 14. The code uses nested loops to print a pattern of numbers. The output section at the bottom shows the result of the code execution.

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5
6     for(int i = 5; i > 0; i--){
7         for(int j = 1; j <= i; j++){
8
9             cout << i << " ";
10        }
11        cout << "\n";
12    }
13    return 0;
14 }
```

OUTPUT

```
5 5 5 5 5
4 4 4 4
3 3 3
2 2
1
```

Example 17

The screenshot shows a mobile application titled "Code Playground". The top status bar displays the time "1:40", signal strength, and battery level at "0.28". The app's header bar is dark blue with a back arrow, the title "Code Playground", a share icon, and a menu icon. The main area is a dark-themed code editor with line numbers 1 through 15 on the left. The code is as follows:

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int count=1;
6     for(int i=1; i<=4; i++){
7         for(int j=1; j<=i; j++){
8
9             cout<<count<<"\t";
10            count++;
11        }
12        cout<<"\n";
13    }
14    return 0;
15 }
```

Below the code editor is a section labeled "OUTPUT" in a dark grey bar. The output area shows the result of the program:

```
1
2 3
4 5 6
7 8 9 10
```

At the bottom of the screen, the Android navigation bar is visible with icons for the app drawer, home, and back.

Example 18

1:400.28 s44%

Code Playground

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int count=1;
6     for(int i=1; i<=4; i++){
7         for(int j=1; j<=i; j++){
8
9             cout<<count<<"\t";
10            count++;
11        }
12        cout<<"\n";
13    }
14    return 0;
15 }
```

OUTPUT

```
1
2 3
4 5 6
7 8 9 10
```

```
1:47 0.52 4G 65
Code Playground
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5
6     for(int i =1; i<=7; i++){
7         for(int j=1; j<=i; j++){
8             if(i%2!=0){
9                 cout<<j<<"\t";
10            }
11        }
12        cout<<"\n";
13    }
14    for(int i =6; i>=1; i--){
15        for(int j=1; j<=i; j++){
16            if(i%2!=0){
17                cout<<j<<"\t";
18            }
19        }
20        cout<<"\n";
21    }
22    return 0;
23 }
```

OUTPUT

```
1
1 2 3
1 2 3 4 5
1 2 3 4 5 6 7
1 2 3 4 5
1 2 3
1
```

Example 19

Example 20

The screenshot shows a mobile application titled "Code Playground". At the top, the status bar displays the time "1:44", signal strength "1.00", and battery level "44%". The app's header bar contains a back arrow, the title "Code Playground", a share icon, and a menu icon. The main area is a dark-themed code editor with the following C++ code:

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5
6     for(int i = 1; i <= 5; i++){
7         for(int j = 1; j <= i; j++){
8             if(i%2 == 0){
9                 cout << 0 << " ";
10            }
11            else{
12                cout << 1 << " ";
13            }
14        }
15        cout << "\n";
16    }
17    return 0;
18 }
```

Below the code editor is a section labeled "OUTPUT" which displays the result of the program:

```
1
0 0
1 1 1
0 0 0 0
1 1 1 1 1
```

At the bottom of the screen, there are three standard Android navigation icons: a hamburger menu, a square home button, and a triangle back button.

Example 21

1:44 100% 4G

← Code Playground ↵ ⋮

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     char n=65;
6     for(int i=0; i<=5; i++){
7         for(int j=0; j<=i; j++){
8             cout<<n<<"\t";
9             n++;
10        }
11
12        cout<<"\n";
13    }
14    return 0;
15 }
```

OUTPUT

```
A
B C
D E F
G H I J
K L M N O
P Q R S T U
```

☰ □ ◀

Example 22

1:430.25 s4G

← Code Playground

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     char n='65';
6     for(int i=0; i<=5; i++){
7         for(int j=0; j<=i; j++){
8             cout<<n<<"\t";
9         }
10        n++;
11        cout<<"\n";
12    }
13    return 0;
14 }
15 }
```

OUTPUT

```
A
B B
C C C
D D D D
E E E E E
F F F F F F
```