

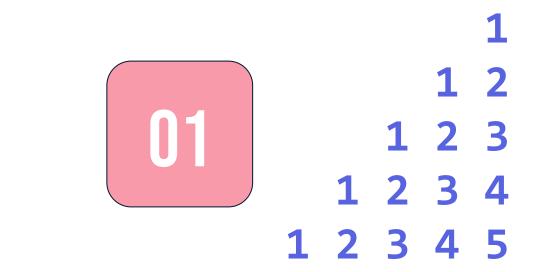
Shaping "skills" for "scaling" higher...!!!

WELCOME, PROGRAMMERS



Let's see **With Space pattern** in detail with an example...





RED & WHITE

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Shaping "skills" for "scaling" higher...!!!

Break down into row & column

| \bigcirc | 0 | |
|------------|---|--|
| | | |

| | | Columns | | | | | |
|------|---|---------|---|---|---|---|--|
| | | 1 | 2 | 3 | 4 | 5 | |
| Rows | 1 | | | | | 1 | |
| | 2 | | | | 1 | 2 | |
| | 3 | | | 1 | 2 | 3 | |
| | 4 | | 1 | 2 | 3 | 4 | |
| | 5 | 1 | 2 | 3 | 4 | 5 | |





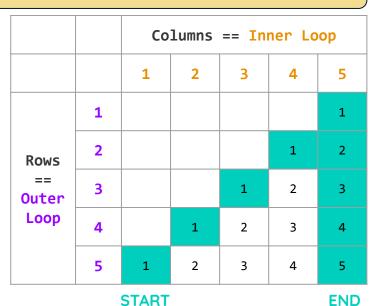


Analysis the given **pattern** & **Make a Code** $\circ \circ$

1. Initialization of inner loop

- Highlight the START & END pillars
- Initialize inner loop control variable with a value from a pillar which have same value

```
for () {
      for (<u>j=1;</u>;) {
             printf("%d ", j);
      printf("\n");
```



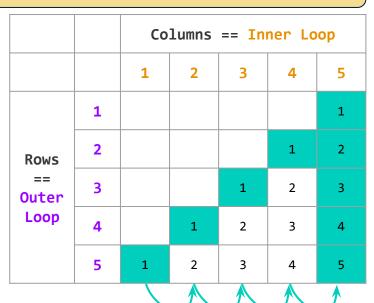




Analysis the given pattern & Make a Code o o

- 2. Decide condition & increment/decrement of inner loop
 - Mark from START to END and see whether its increasing or decreasing
 - If one is value then another is always variable

```
for () {
       for ( j=1; <u>j<=i</u>; <u>j++</u>) {
               printf("%d ", j);
       printf("\n");
```



END

START

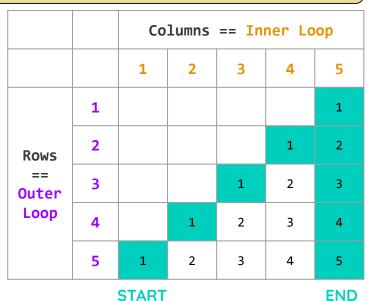


Analysis the given pattern & Make a Code o o

3. Fill out outer loop

- Outer loop always iterates for no. of rows, so we have two possibilities:
 - From 1 to 5
 - From 5 to 1
- Put any of the one value, and iterate a whole loop at least one time for finalize the value

```
for (<u>i=1</u>; <u>i<=5</u>; i++) {
       for ( j=1; j<=i ; j++) {
              printf("%d ", j);
       printf("\n");
```



END

for (i=1; i<=5; i++) for (j=1; j<=i ; j++) printf("%d", j); printf("\n");

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1234













































Now, Let's see how to **implement an inner loop** for printing **spaces**...

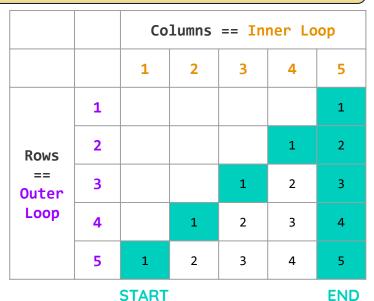


Analysis the given pattern & Make a Code o o

4. Implement inner loop for space

- Imagine a range from 1 to total no. of rows, here 1 to 5
- Now just **initialize** a loop control variable with either 1 or 5 and make a single iteration to finalize

```
for ( i=1; i<=5; i++) {
      for (k=5; k>i; k--)
            printf(" ");
      for ( j=1; j<=i ; j++)
            printf("%d ", j);
      printf("\n");
```



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OUTPUT for (i=1; i<=5; i++)

0 0 0

```
for (\underline{k=5}; \underline{k>i}; k--)
     printf(" ");
for ( j=1; j<=i ; j++)
     printf("%d", j);
printf("\n");
```

Let's see **Custom pattern** in detail with an example...







Break down into row & column

| 0 | 0 | |
|---|---|--|
| | | |

| | | Columns | | | | |
|------|---|---------|---|---|---|---|
| | | 1 | 2 | 3 | 4 | 5 |
| Rows | 1 | * | * | * | * | * |
| | 2 | * | | | | * |
| | 3 | * | * | * | * | * |
| | 4 | * | | | | * |
| | 5 | * | | | | * |



Analysis the given pattern & Make a Code o

Here, our typical analysis for row & column is not applicable...

1. Solve it with manually using control structure and looping

```
for ( i=1; i<=5; i++ )
        if (\underline{i}==1 || \underline{i}==3)
                printf(" *
        else
                printf(" *
        printf("\n");
```

| | | Columns == Inner Loop | | | | |
|-----------------------------|---|-----------------------|---|---|---|---|
| | | 1 | 2 | 3 | 4 | 5 |
| Rows == Outer Loop | 1 | * | * | * | * | * |
| | 2 | * | | | | * |
| | 3 | * | * | * | * | * |
| | 4 | * | | | | * |
| | 5 | * | | | | * |





Let's start now...



