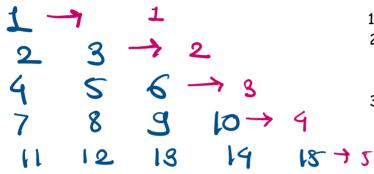
- 1. Observation
- 2. Break the pattern into smaller pattern
- 3. Solve individuals pattern
  - a. Are we solved the pattern already
  - b. Think to relate with old any approach



- 1.Obesrvation
- 2. Break it
  - a. Print 1 to 15
- 3. Find the relevant solution for each part
  - Take a variable name num and increase it

for C int 
$$\underline{1} = \underline{1}$$
; ix =  $\underline{6}$ ; it for  $\underline{3}$ 

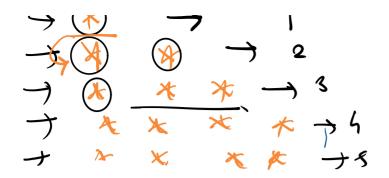
Sout ( $\underline{1}$ );

 $\underline{3}$ 
 $\underline{1}$ 
 $\underline{2}$ 
 $\underline{3}$ 
 $\underline{4}$ 
 $\underline{5}$ 
 $\underline{6}$ 

Num =  $\underline{1}$ 

Yow,  $\underline{col} \Rightarrow x$ 





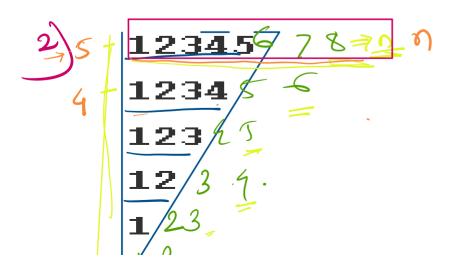
```
for (rep = 1' rep <=m; rep ++) s

for (stor = 1' stor <=m; storott)

rep

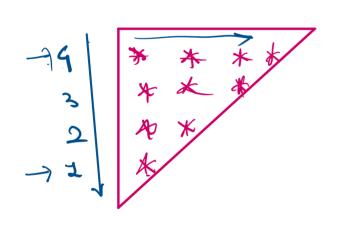
Soud (*D:

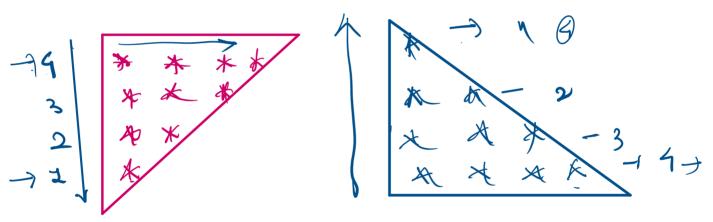
print (ND);
```



- 1. Obestvation
- 2. Break it
  - a. In first it -> we have to print 1 to n
  - b. Till m time we have reduce n by 1

for Cint num = 1! num <= ( ) num ++)} Sout ( num) 5





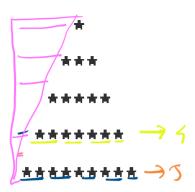
for ( rep = n : rep == 1) rep == ) {

for ( in um = 1, num <= def; numtf

$$\frac{3}{3}p(n4n9)$$







- 1.Obesrvation
- 2. Break it
  - a. We are printing the start 2 \* it 1 / (printing \* the in odd manner)
  - b. Print the n it space

It-> iterations

it = 1

it = 2

it = 
$$\frac{3}{2} \Rightarrow \frac{2 + it - 1}{2 + 3 - 1}$$

6 - 1 =  $\frac{3}{2}$ 

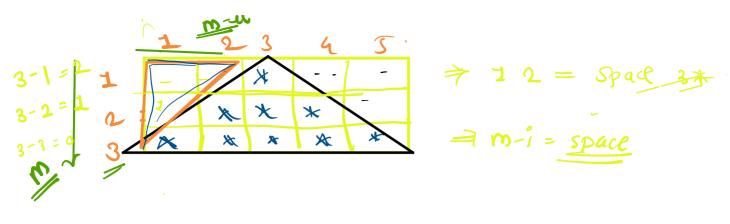
080

For (stor 1) Stor 
$$X = 2 \times it - 1$$
 stort)

Sout (\*);

$$000 + 2$$







for Cint Space: 1; space <= m; space)

Socot (-1)

1 to 1 ood.

for ( int num = 1! num <= n!, numff)?

If (num/2) -> err

Orr

for (num = 1) num = 2)

num = 1)

num = 2)

num = 2)

num = 2)

1 3 5 7 9--

```
num = 1

while (num <=n) {

num+= e
```

\*\*\*\*\*

\*\*\*\*\*

\*\*\*

含含含

 $\bigstar$ 

Reverse pyramid

```
public class ReversetPyramid {
    new *
    public static void main(String[] args) {
        int n = 5;
        for(int rep = n; rep >= 1; rep--){
            for(int space = 1; space <= n - rep; space++){
                System.out.print(" ");
            }
            for(int star = 1; star <= 2 * rep - 1; star++){
                System.out.print("* ");
            }
            System.out.println();
        }
}</pre>
```

```
public class DiamondPattern {
2 0
            public static void main(String[] args) {
                int \underline{n} = 5;
                int odd = 1;
                for(int rep = 1; rep <= n; rep++){ // -> odd <= n
                   for(int space = 1; space <= n - rep; space++){ // problem b ->
                       System.out.print(" ");
                    for(int star = 1; star <= odd; star++){ // star <= 2 * rep - 1; // Problem
                       System.out.print("* ");
                    odd += 2;
                    System.out.println();
                n = 5;
                for(int <u>rep</u> = <u>n</u>; <u>rep</u> >= 1; <u>rep</u>--){
                    for(int space = 1; space <= \underline{n} - \underline{rep}; space++){
                       System.out.print(" ");
                    for(int star = 1; star <= 2 * rep - 1; star++){
                       System.out.print("* ");
                    System.out.println();
```

```
10
       public class halfDimaond {
2 D
           public static void main(String[] args) {
              int n = 10;
               for (int rep = 1; rep <= n; rep++) {
                 if (rep <= 5) {
                     for (int <u>star</u> = 1; <u>star</u> <= <u>rep</u>; <u>star</u>++) {
                         System.out.printf(" * "); // -> printing the start
                     }
                  } else {
                     for (int star = 1; star <= n - rep; star++) { // n - rep + 1;
                         System.out.print(" * ");
                  System.out.println();
18
                n = 4;
                for(int\ rep\ =\ n;\ rep\ >=\ 1;\ rep--)\{
                   for(int star = 1; star <= rep; star++){ // n - rep + 1;
                      System.out.print(" * ");
                    System.out.println();
          }
     3
                                          I
26
```