

Logic Building Assignment: 18

Create separate visual Studio project for each problem statement separately.

```
iCol = 4
Input:
           iRow = 4
                             #
Output:
                        #
                             #
                              #
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
     // Logic
int main()
{
      int iValue1 = 0, iValue2 = 0;
      printf("Enter number of rows and columns");
      scanf("%d %d",&iValue1, &iValue2);
      Pattern(iValue1, iValue2);
      return 0;
}
```



```
iCol = 4
Input:
           iRow = 4
Output:
                              #
                              #
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
     // Logic
int main()
{
      int iValue1 = 0, iValue2 = 0;
      printf("Enter number of rows and columns");
      scanf("%d %d",&iValue1, &iValue2);
      Pattern(iValue1, iValue2);
      return 0;
}
```



```
iRow = 5
                             iCol = 5
Input:
Output:
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
     // Logic
}
int main()
      int iValue1 = 0, iValue2 = 0;
      printf("Enter number of rows and columns");
      scanf("%d %d",&iValue1, &iValue2);
      Pattern(iValue1, iValue2);
      return 0;
}
```



```
Input:
                           iCol = 5
           iRow = 6
Output:
                      @
                           a
                @
                a
                      @
                           @
                @
                      @
                           @
                      @
                           @
                @
Program Layout:
```

```
#include<stdio.h>

void Pattern(int iRow, int iCol)
{
    // Logic
}

int main()
{
    int iValue1 = 0, iValue2 = 0;
    printf("Enter number of rows and columns");
    scanf("%d %d",&iValue1, &iValue2);
    Pattern(iValue1, iValue2);
    return 0;
}
```

iRow = 4

Input:



5. Accept number of rows and number of columns from user and display below pattern.

iCol = 4

```
Output:
                              4
                  2
                              4
            1
                              4
            1
                  2
            1
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
     // Logic
int main()
{
      int iValue1 = 0, iValue2 = 0;
      printf("Enter number of rows and columns");
      scanf("%d %d",&iValue1, &iValue2);
      Pattern(iValue1, iValue2);
      return 0;
}
```