

Logic Building Assignment: 15

Create separate visual Studio project for each problem statement separately.

```
Input:
                           iCol = 3
          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;
}
```



```
Input:
                           iCol = 3
           iRow = 4
Output:
                2
                      3
           1
                2
                2
                      3
           1
                      3
                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;
}
```



```
Input:
                          iCol = 5
          iRow = 3
Output:
          5
                          2
                                1
          5
                     3
                          2
                4
                                1
           5
                     3
                           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;
}
```



```
Input:
                           iCol = 4
          iRow = 3
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 = 4
          iRow = 3
Output:
                1
                           1
           2
                2
                      2
                           2
           3
                3
                     3
                           3
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;
}
```