

```
// prymad.cpp : Defines the entry point for the console application.
//

#include "stdafx.h"
#include <iostream>
using namespace std;

int _tmain(int argc, _TCHAR* argv[])
{
    //int cou =1;
    for(int i= 1;i<=5;i++){
        //cout<<" ";
        for( int k = 5-i;k>0;k--)
            cout<<" ";

        for(int j =1 ;j<=i;j++)
            cout<<j ;

        cout<<endl;
    }
    system("pause");
    return 0;
}
```

Pattern Printing Programs : Simple Triangle / Half Pyramid			
Triangle Pattern 1	Triangle Pattern 2	Triangle Pattern 3	Triangle Pattern 4
<pre> * * * * * * * * * * * * * * *</pre>	<pre> * * * * * * * * * * * * * * * * * * * </pre>	<pre> * * * * * * * * * * * * * * *</pre>	<pre> * * * * * * * * * * * * * * * </pre>
<pre> for(int i=1;i<=n;i++) { for(int j=1;j<=i;j++) { cout<<"* "; } cout<<endl; } </pre>	<pre> for(int i=n;i>=1;i--) { for(int j=i;j>0;j--) { cout<<"* "; } cout<<endl; } </pre>	<pre> for(int i=1;i<=n;i++) { for(int k=n-i;k>0;k--) cout<<" "; for(int j=1;j<=i;j++) { cout<<"*"; } cout<<endl; } </pre>	<pre> for(int i=n;i>=1;i--) { for(int k=n-i;k>0;k--) cout<<" "; for(int j=i;j>0;j--) { cout<<"*"; } cout<<endl; } </pre>