

## Pattern continues

## Full Pyramid

```

      *
     * *
    * * *
   * * * *
  * * * * *

```

## Rules

1.  $N = 5$  (ROWS)

2.  $r_0 \rightarrow 4 \text{ SP}, 1 \star$

$r_1 \rightarrow 3 \text{ SP}, 2 \star$

$r_2 \rightarrow 2 \text{ SP}, 3 \star$

$r_3 \rightarrow 1 \text{ SP}, 4 \star$

$r_4 \rightarrow 0 \text{ SP}, 5 \star$

n-row-1      row+1

## Code :

```
for (int row = 0; row < n; row++) {
```

// Space

```
for (int col = 0; col < n - row - 1; col++) {
```

cout << " ";

}

// Stars

```
for (int col = 0; col < row + 1; col = col + 1) {
```

cout << "\* -";

}

cout << endl;

}

return 0;

}

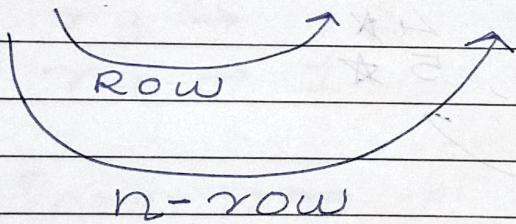
## Inverted Pyramid

```

    *   *   *   *
    *   *   *
    *   *
    *
  
```

### Rules

1.  $N = 4$
2.  $\forall 0 \rightarrow 0$  space, 4 \*
- $\forall 1 \rightarrow 1$  space, 3 \*
- $\forall 2 \rightarrow 2$  space, 2 \*
- $\forall 3 \rightarrow 3$  space, 1 \*

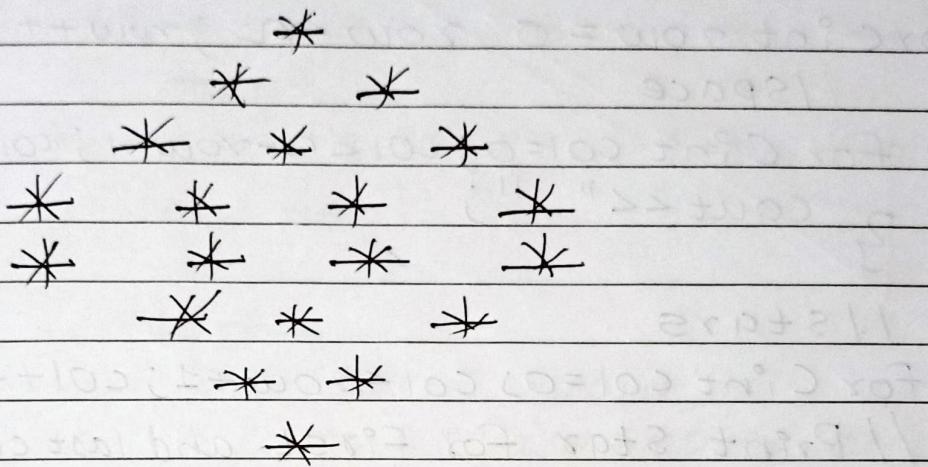


### Code:

```

for (row = 0; row < n; row++) {
    // Spaces
    for (int col = 0; col < row; col++) {
        cout << " ";
    }
    // Stars
    for (int col = 0; col < n - row; col++) {
        cout << "* ";
    }
    cout << endl;
}
  
```

## Diamond Pattern



Take num

suppose, num = 8

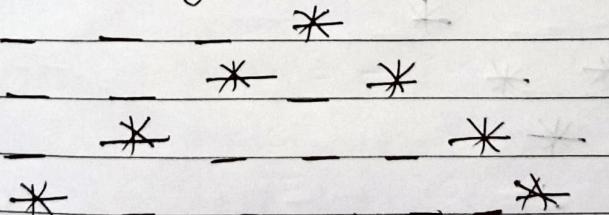
then our  $n = \text{num}/2$

Hence,  $n = 4$

Make 1<sup>st</sup> Pattern

then make inverted Pattern

## Hollow Pyramid



## Rules

1.  $N = 4$

2.  $r_0 \rightarrow 3 \text{ SP}, 1 *$

$r_1 \rightarrow 2 \text{ SP}, 1 *$ , 1 SP, 1 \*

$r_2 \rightarrow 1 \text{ SP}, 1 \text{ star}, 3 \text{ SP}, 1 *$

$r_3 \rightarrow 1 \text{ star}, 5 \text{ SP}, 1 \text{ star}$

Code:

```

for c int row=0; row<n; row++) {
    // space
    for c int col=0; col<n-row-1; col=col+1) {
        cout << " ";
    }
    // stars
    for c int col=0; col<row+1; col++) {
        // Print star for first and last col
        if (col==0 || col==row+1 - 1) {
            cout << "* ";
        }
        else { // For every col between 1st & last
            cout << " ";
        }
    }
}

```

Inverted hollow Pyramid

```

* - - - *
*   *
- * *
- - *

```

Rules

(1)  $N = 4$

(2) 1<sup>st</sup> col & last col is \*

Baaki sab Space

$\downarrow$   
(in between)

Code:

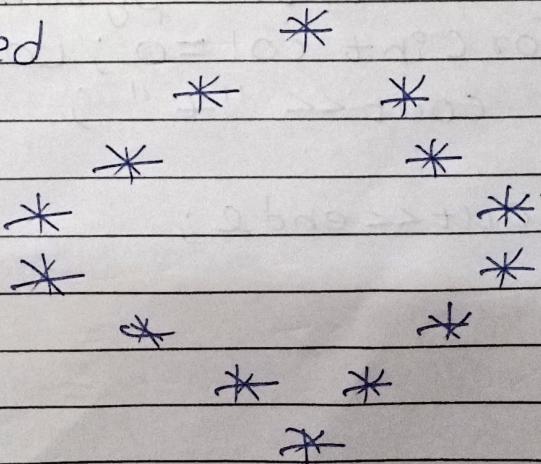
```

for (int row=0; row<n; row++) {
    // Spaces
    for (int col=0; col<row; col++) {
        cout << " ";
    }
    // Stars
    int totalCol = n-row;
    for (int col=0; col<totalCol; col++) {
        // If first or last col
        if (col==0 || col==totalCol-1) {
            cout << "* ";
        } else {
            cout << " ";
        }
        cout << endl;
    }
}

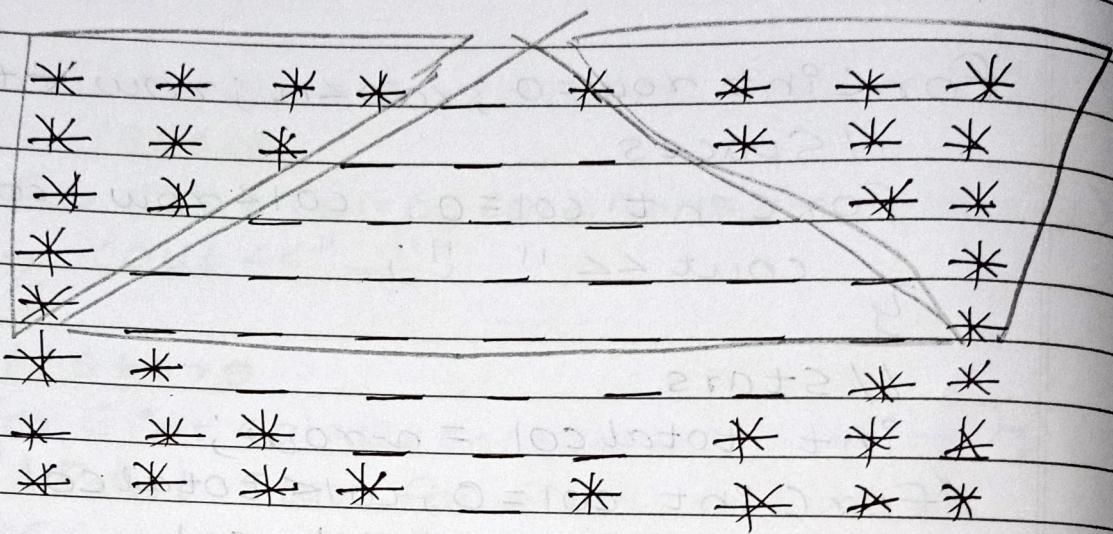
```

### Hollow Diamond

Normal + Inverted



## Flipped solid Diamond



Code :

```
for (int row = 0; row < h; row++) {  
    // Inverted pyramid 1  
    for (int col = 0; col < n - row; col++) {  
        cout << "* ";  
    }  
    // Full pyramid 1  
    for (int col = 0; col < 2 * row + 1; col++) {  
        cout << " ";  
    }  
    // Inverted pyramid 2  
    for (int col = 0; col < n - row; col++) {  
        cout << "* ";  
    }  
    cout << endl;  
}
```

```
for c int row=0; row<h; row++) {  
    // inverted pyramid 1  
    for c int col=0; col<row+1; col++) {  
        cout << "*";  
    }  
    for c int col=0; col<2*h - 2*row-1; col++) {  
        cout << " ";  
    }  
    cout << endl;  
}
```

## Fancy Pattern

1

2 \* 2

3 \* 3 \* 3

4 \* 4 \* 4 \* 4 \* \* \*

(1) Row = 4

(2)  $r_0 \rightarrow 1\text{ch}$        $\rightarrow \text{row}+1$   
 $r_1 \rightarrow 3\text{ch}$        $\rightarrow \text{row}+1$   
 $r_2 \rightarrow 5\text{ch}$       }      Oh even  
 $r_3 \rightarrow 7\text{ch}$

H.W → Down Part of this  
fancy Pattern

CLASSMATE

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Code:

```
for (int row=0; row<n; row++) {  
    // inner loop  
    for (int col=0; col<2*row+1; col++) {  
        if (col%2 == 1) {  
            // odd number  
            cout << "*";  
        }  
        else {  
            cout << row+1;  
        }  
    }  
    cout << endl;  
}
```

Alternate solution homework

Inverted hollow

The diagram shows an inverted hollow star pattern. It is composed of six rows. Row 1 contains six asterisks (\*). Row 2 contains four dashes (-) and two asterisks (\*). Row 3 contains three dashes and one asterisk (\*). Row 4 contains two dashes and one asterisk (\*). Row 5 contains one dash and one asterisk (\*). Row 6 contains one asterisk (\*).

code:

```

for (int row=0; row<n; row++) {
    for (int col=0; col<n-row; col++) {
        if (row==0 || row == n-1) {
            cout << "*";
        }
        else {
            if (col==0 || col == n-row-1) {
                cout << "#";
            }
            else {
                cout << " ";
            }
        }
        cout << endl;
    }
}

```

Home work

<u>1</u>	<u>2</u>	$N = 5$
<u>1</u>	<u>  </u>	$\gamma_0 \rightarrow 1\text{ch}$
<u>1</u>	<u>  </u>	$\gamma_1 \rightarrow 3\text{ch}$
<u>1</u>	<u>  </u>	$\gamma_2 \rightarrow 4\text{ch}$
<u>1</u>	<u>  </u>	$\gamma_3 \rightarrow 5\text{ch}$
<u>1</u>	<u>  </u>	$\gamma_4 \rightarrow 5\text{ch}$

## Alphabet Pattern

A

A B A

A B C B A

A B C D C B A

A B C D E D C B A

## Typecasting

int number = col + 1

char ch =  $\underbrace{\text{col} + 1}_{\text{number}} + 'A' - 1$ 

Now it is mapped with the Alphabets.

Code:

```
for (int row=0; row<h; row++) {
```

```
    char ch;
```

```
    for (int col=0; col<row+1; col++) {
```

```
        int num = col + 1;
```

```
        ch = num + 'A' - 1;
```

```
        cout << ch;
```

```
}
```

```
// jab tak A tak nahi Patache
```

```
// tab tak print Karenge
```

```
for (char alphabet = ch; alphabet > 'A';) {
```

```
    alphabet = alphabet - 1;
```

```
    cout << alphabet;
```

```
}
```

```
cout << endl;
```

# Homeworks

Total 8 problems as Homework.