

Pattern 11: (odd)

num = 5  
 1 2 3 4 5  
 \* \* \* \* \*  
 \* \* \* \* \*  
 \* \* \* \* \*  
 \* \* \* \* \*

num = 7  
 1 2 3 4 5 6 7  
 \* \* \* \* \* \* \*  
 \* \* \* \* \* \* \*  
 \* \* \* \* \* \* \*  
 \* \* \* \* \* \* \*  
 \* \* \* \* \* \* \*  
 \* \* \* \* \* \* \*

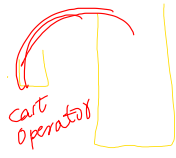
Pattern 12:

num = 4  
 1  
 1 2  
 3 5 8  
 13 21 34 55

Fibonacci

short → 2 byte  
 char → 1 byte  
 int → 4 byte  
 float → 4 byte  
 long → 8 byte  
 double → 8 byte  
 boolean → defined

Typecasting (automatic typecast)



Identity:

sum → 0  
 subtract → 0  
 multiply → 1  
 division → 1  
 smallest → int.MAX\_VALUE  
 largest → int.MAX\_VALUE

Order of precision:

int long double float  
 4 bytes 8 bytes 8 bytes 4 bytes

1 byte → 8 bits



-128 to 127

(int.MAX\_VALUE)

-128  
 -127  
 -126  
 -125  
 ...  
 125  
 126  
 127  
 128  
 129  
 130

Loss of precision

0 (unavailable multiplication)

num = 5  
 1  
 1  
 1  
 2  
 2  
 4

Pattern 10:

1  
 2 3  
 3 3 3  
 4 4 4 4  
 5 5 5 5 5  
 6 6 6 6 6 6

0 (two)

0 1 2 3 4 5 6 7 8 9 10

0 (two)

0 1 2 3 4 5 6 7 8 9 10

0 (two)

Vp: 21 o/p: 455

Vp: 22 o/p: 90