

```
public static int[][] pascalTriangle(int n) {  
    int[][] pt = new int[n][];  
    for (int i = 0; i < n; i++) {  
        pt[i] = new int[i + 1];  
        pt[i][0] = 1;  
        for (int j = 1; j < i; j++) {  
            pt[i][j] = pt[i - 1][j - 1] + pt[i - 1][j];  
        }  
        pt[i][i] = 1;  
    }  
    return pt;  
}
```