

Logic Building Assignment : 11

1. Accept number of rows and number of columns from user and display below pattern.

Input : iRow = 4 iCol = 4

Output : A B C D
 A B C D
 A B C D
 A B C D

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;
}
```

2. Accept number of rows and number of columns from user and display below pattern.

Input : iRow = 4 iCol = 4

Output : A B C D
 a b c d
 A B C D
 a b c d

Program Layout :

```
#include<stdio.h>
```

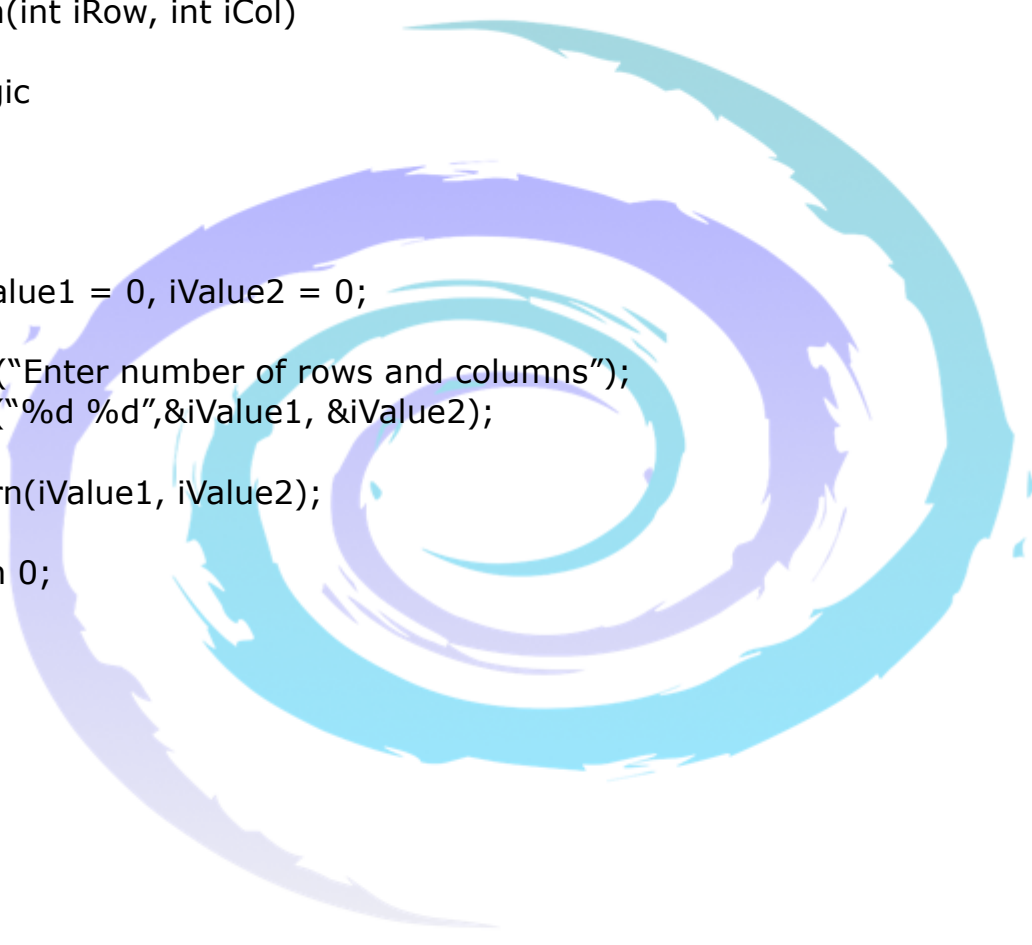
```
void Pattern(int iRow, int iCol)
{
    // Logic
}
```

```
int main()
{
    int iValue1 = 0, iValue2 = 0;

    printf("Enter number of rows and columns");
    scanf("%d %d",&iValue1, &iValue2);

    Pattern(iValue1, iValue2);

    return 0;
}
```



3. Accept number of rows and number of columns from user and display below pattern.

Input : iRow = 3 iCol = 5

Output : A A A A A
 B B B B B
 C C C C C

Program Layout :

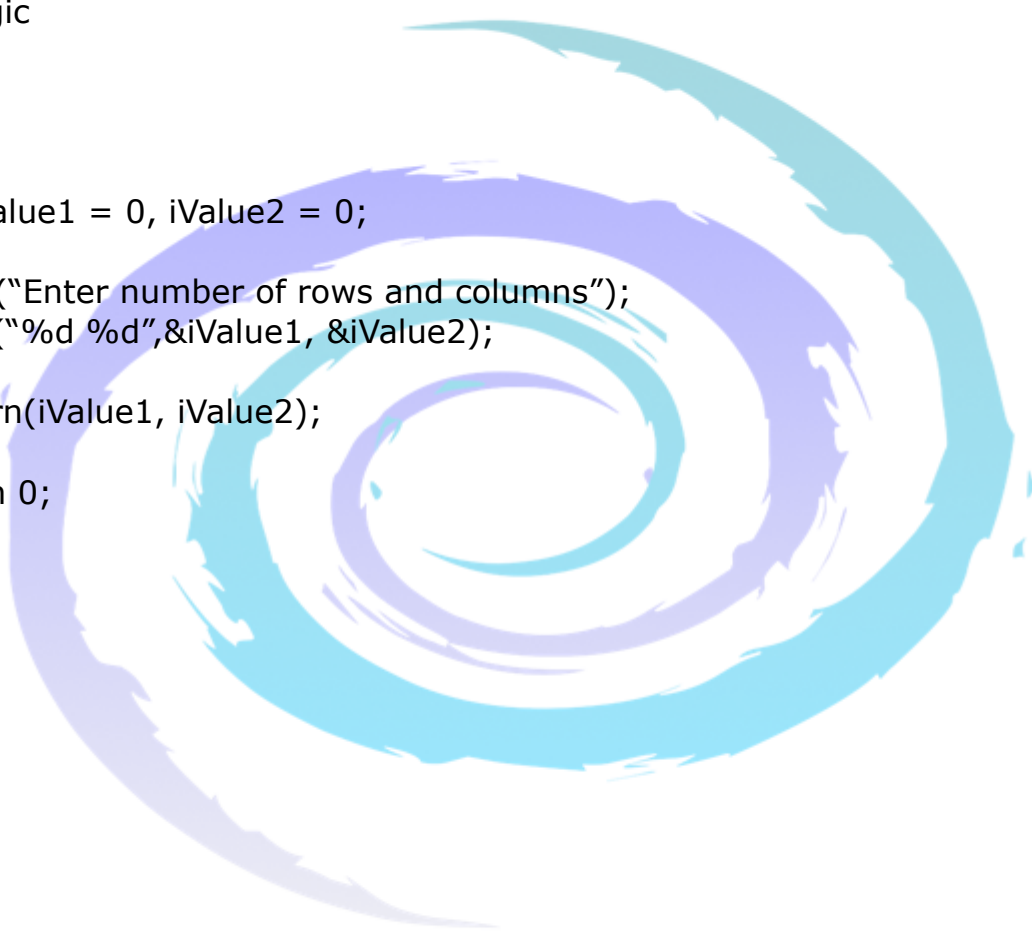
```
#include<stdio.h>
```

```
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;  
}
```



4. Accept number of rows and number of columns from user and display below pattern.

Input : iRow = 4 iCol = 5

Output : 4 4 4 4 4
 3 3 3 3 3
 2 2 2 2 2
 1 1 1 1 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;  
}
```

5. Accept number of rows and number of columns from user and display below pattern.

Input : iRow = 3 iCol = 4

Output : 1 2 3 4
 5 6 7 8
 9 10 11 12

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;  
}
```