

Logic Building Assignment : 13

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

Input : iRow = 4 iCol = 4

Output : * # # #
 * * # #
 * * * #
 * * * *

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 : * * * *
 * * * #
 * * # #
 * # # #

Program Layout :

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

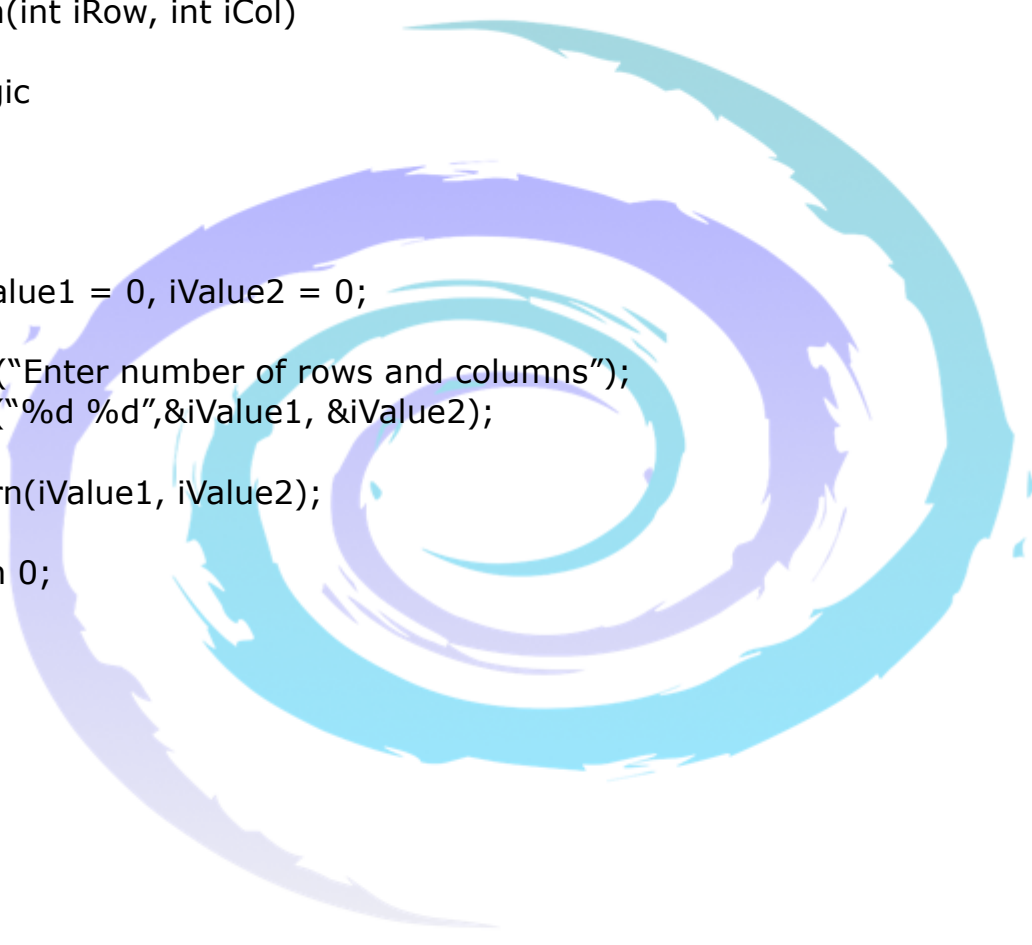
```
void Pattern(int iRow, int iCol)
{
    // Logic
}
```

```
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 = 5 iCol = 5

Output :

\$	*	*	*	*
*	\$	*	*	*
*	*	\$	*	*
*	*	*	\$	*
*	*	*	*	\$

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 = 6 iCol = 5

Output :

*	*	*	*	*
*	@	@	@	*
*	@	@	@	*
*	@	@	@	*
*	@	@	@	*
*	*	*	*	*

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 = 4 iCol = 4

Output :

1	2	3	4
1	*	*	4
1	*	*	4
1	2	3	4

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;
}
```

