

## Logic Building Assignment: 12

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

```
iCol = 4
Input:
           iRow = 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 = 5iCol = 5



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

Input: iRow = 6 iCol = 5



```
Output:
                 @
                       @
                             @
                 @
                       @
                             a
                 a
                       @
                             a
                 @
                       @
                             @
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 = 4iCol = 4

}



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