

## Logic Building Assignment : 9

### 1. Accept number from user and display below pattern.

Input : 5

Output : A B C D E

Program Layout :

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

```
void Pattern(int iNo)
{
    // Logic
}
```

```
int main()
{
    int iValue = 0;

    printf("Enter number of elements");
    scanf("%d %d",&iValue);

    Pattern(iValue);

    return 0;
}
```

### 2. Accept number from user and display below pattern.

Input : 5

Output : 5 # 4 # 3 # 2 # 1 #

Program Layout :

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

```
void Pattern(int iNo)
{
    // Logic
}
```

```
int main()
{
    int iValue = 0;
```

```
printf("Enter number of elements");
scanf("%d %d",&iValue);

Pattern(iValue);
```

```
return 0;
}
```

### 3. Accept number from user and display below pattern.

Input : 5

Output : 1 \* 2 \* 3 \* 4 \* 5 \*

Program Layout :

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

```
void Pattern(int iNo)
{
    // Logic
}
```

```
int main()
{
    int iValue = 0;

    printf("Enter number of elements");
    scanf("%d %d",&iValue);

    Pattern(iValue);

    return 0;
}
```

### 4. Accept number from user and display below pattern.

Input : 4

Output : # 1 \* # 2 \* # 3 \* # 4 \*

Program Layout :

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

```
void Pattern(int iNo)
{
    // Logic
}
```

```
int main()
{
    int iValue = 0;

    printf("Enter number of elements");
    scanf("%d %d",&iValue);

    Pattern(iValue);

    return 0;
}
```

### 5. Accept number from user and display below pattern.

Input : 8

Output : 2 4 6 8 10 12 14 16

Program Layout :

```
#include<stdio.h>

void Pattern(int iNo)
{
    // Logic
}

int main()
{
    int iValue = 0;

    printf("Enter number of elements");
    scanf("%d %d",&iValue);

    Pattern(iValue);

    return 0;
}
```