Logic Building Assignment : 10

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

Input :   iRow = 4   iCol = 3

Output :   *   *   *
            *   *   *
            *   *   *
            *   *   *

Program Layout :

```c
#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 = 3

Output :   1   2   3
            1   2   3
            1   2   3
            1   2   3

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 :   5   4   3   2   1
           5   4   3   2   1
           5   4   3   2   1

Program Layout :

```c
#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 = 3   iCol = 4

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

Program Layout :

```c
#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   1   1   1
            2   2   2   2
            3   3   3   3
            4   4   4   4

Program Layout :

```c
#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;
}
```