

Logic Building Assignment : 40

1. Write a java program which accept number of rows and number of columns from user and display below pattern.

Input : iRow = 4 iCol = 4

Output :

*	*	*	#
*	*	#	*
*	#	*	*
#	*	*	*

Program Layout :

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

2. Write a java program which accept number of rows and number of columns from user and display below pattern.

Input : iRow = 4 iCol = 4

Output :

*	*	*	#
*	*	#	@
*	#	@	@
#	@	@	@

Program Layout :

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

3. Write a java program which accept number of rows and number of columns from user and display below pattern.

Input : iRow = 6 iCol = 6

Output :

```

*   *   *   *   *   *
*           *   *
*           *   *
*       *   *   *   *
*   *           *   *
*   *   *   *   *   *

```

Program Layout :

```

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

```

4. Write a java program which accept number of rows and number of columns from user and display below pattern.

Input : iRow = 6 iCol = 6

Output :

```

*   *   *   *   *   *
*   #   #   #   *   *
*   #   #   *   $   *
*   #   *   $   $   *
*   *   $   $   $   *
*   *   *   *   *   *

```

Program Layout :

```

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

```

5. Write a java program which accept number of rows and number of columns from user and display below pattern.

Input : iRow = 4 iCol = 4

Output :

```

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

```

1 2 3 4 5

Program Layout :

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

