#include<iostream.h>

#include<conio.h>

**void** main()

{

**int** i,j,k;

clrscr();

**for**(i=1; i<=5; i++)

{

**for**(j=4; j>=i; j--)

{

cout<<" ";

}

**for**(k=1; k<=(2\*i-1); k++)

{

cout<<"\*";

}

cout<<"\n";

}

getch();

}

**Output**

\*

\* \* \*

\* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \* \* \*

**Example**

#include<iostream.h>

#include<conio.h>

**void** main()

{

**int** i, j, k;

**for**(i=5;i>=1;i--)

{

**for**(j=5;j>i;j--)

{

cout<<" ";

}

**for**(k=1;k<(i\*2);k++)

{

cout<<"\*";

}

cout<<"\n";

}

getch();

}

**Output**

\* \* \* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \*

\* \* \*

\*

**Print Star Triangle**

#include<iostream.h>

#include<conio.h>

**void** main()

{

**int** i,j;

clrscr();

**for**(i=1; i<=6; i++)

{

**for**(j=1; j<i; j++)

{

cout<<"\*";

}

cout<<"\n";

}

getch();

}

**Output**

\*

\* \*

\* \* \*

\* \* \* \*

\* \* \* \* \*

**Print Star Triangle**

#include<iostream.h>

#include<conio.h>

**void** main()

{

**int** i, j;

**for**(i=5;i>=1;i--)

{

**for**(j=1;j<=i;j++)

{

cout<<"\*";

}

cout<<"\n";

}

getch();

}

**Output**

\* \* \* \* \*

\* \* \* \*

\* \* \*

\* \*

\*

**Print Star Triangle**

#include<iostream.h>

#include<conio.h>

**void** main()

{

**int** i, j, k;

**for**(i=5;i>=1;i--)

{

**for**(j=1;j<i;j++)

{

cout<<" ";

}

**for**(k=5;k>=i;k--)

{

cout<<"\*";

}

cout<<"\n";

}

getch();

}

**Output**

\*

\* \*

\* \* \*

\* \* \* \*

\* \* \* \* \*

**Print Star Triangle**

#include<iostream.h>

#include<conio.h>

**void** main()

{

**int** i, j, k;

**for**(i=5;i>=1;i--)

{

**for**(j=5;j>i;j--)

{

cout<<" ";

}

**for**(k=1;k<=i;k++)

{

cout<<"\*";

}

cout<<"\n";

}

getch();

}

**Output**

\* \* \* \* \*

\* \* \* \*

\* \* \*

\* \*

\*

**Print Dimond of Star**

#include<iostream.h>

#include<conio.h>

**void** main()

{

**int** i, j, k;

**for**(i=1;i<=5;i++)

{

**for**(j=i;j<5;j++)

{

cout<<" ";

}

**for**(k=1;k<(i\*2);k++)

{

cout<<"\*";

}

cout<<"\n";

}

**for**(i=4;i>=1;i--)

{

**for**(j=5;j>i;j--)

{

cout<<" ";

}

**for**(k=1;k<(i\*2);k++)

{

cout<<"\*";

}

cout<<"\n";

}

getch();

}

**Output**

\*

\* \* \*

\* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \*

\* \* \*

\*

\*

\* \*

\* \* \*

\* \* \* \*

\* \* \* \* \*

#include <iostream>

using namespace std;

int main()

{

int i,j,rows;

cout<<"Enter the number of rows: ";

cin>>rows;

for(i=1;i<=rows;++i)

{

for(j=1;j<=i;++j)

{

cout<<"\* ";

}

cout<<"\n";

}

return 0;

}

**C++ Program to print half pyramid as using numbers as shown in figure below.**

1

1 2

1 2 3

1 2 3 4

1 2 3 4 5

#include <iostream>

using namespace std;

int main()

{

int i,j,rows;

cout<<"Enter the number of rows: ";

cin>>rows;

for(i=1;i<=rows;++i)

{

for(j=1;j<=i;++j)

{

cout<<j<<" ";

}

cout<<"\n";

}

return 0;

}

**C++ Program to print triangle of characters as below**

A

B B

C C C

D D D D

E E E E E

#include <iostream>

using namespace std;

int main()

{

int i,j;

char input,temp='A';

cout<<"Enter uppercase character you want in triange at last row: ";

cin>>input;

for(i=1;i<=(input-'A'+1);++i)

{

for(j=1;j<=i;++j)

cout<<temp<<" ";

++temp;

cout<<endl;

}

return 0;

}

### C++ Program To Display inverted half pyramid using \* and numbers

**C++ Program to print inverted half pyramid using \* as shown below.**

\* \* \* \* \*

\* \* \* \*

\* \* \*

\* \*

\*

#include <iostream>

using namespace std;

int main()

{

int i,j,rows;

cout<<"Enter the number of rows: ";

cin>>rows;

for(i=rows;i>=1;--i)

{

for(j=1;j<=i;++j)

{

cout<<"\* ";

}

cout<<"\n";

}

return 0;

}

**C++ Program to print inverted half pyramid as using numbers as shown below.**

1 2 3 4 5

1 2 3 4

1 2 3

1 2

1

#include <iostream>

using namespace std;

int main()

{

int i,j,rows;

cout<<"Enter the number of rows: ";

cin>>rows;

for(i=rows;i>=1;--i)

{

for(j=1;j<=i;++j)

{

cout<<j<<" ";

}

cout<<"\n";

}

return 0;

}

### C++ Program To display the pyramid of \* and digits

**C++ program to print pyramid using \*.**

\*

\* \* \*

\* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \* \* \*

#include <iostream>

using namespace std;

int main()

{

int i,space,rows,k=0;

cout<<"Enter the number of rows: ";

cin>>rows;

for(i=1;i<=rows;++i)

{

for(space=1;space<=rows-i;++space)

{

cout<<" ";

}

while(k!=2\*i-1)

{

cout<<"\* ";

++k;

}

k=0;

cout<<"\n";

}

return 0;

}

**C++ program to print the pyramid of digits in pattern as below.**

1

2 3 2

3 4 5 4 3

4 5 6 7 6 5 4

5 6 7 8 9 8 7 6 5

#include <iostream>

using namespace std;

int main()

{

int i,space,rows,k=0,count=0,count1=0;

cout<<"Enter the number of rows: ";

cin>>rows;

for(i=1;i<=rows;++i)

{

for(space=1;space<=rows-i;++space)

{

cout<<" ";

++count;

}

while(k!=2\*i-1)

{

if (count<=rows-1)

{

cout<<i+k<<" ";

++count;

}

else

{

++count1;

cout<<i+k-2\*count1<<" ";

}

++k;

}

count1=count=k=0;

cout<<"\n";

}

return 0;

}

## C++ program to display reverse pyramid.

\* \* \* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \*

\* \* \*

\*

#include <iostream>

using namespace std;

int main()

{

int rows,i,j,space;

cout<<"Enter number of rows: ";

cin>>rows;

for(i=rows;i>=1;--i)

{

for(space=0;space<rows-i;++space)

cout<<" ";

for(j=i;j<=2\*i-1;++j)

cout<<"\* ";

for(j=0;j<i-1;++j)

cout<<"\* ";

cout<<endl;

}

return 0;

}

## C++ Program to Draw Pascal's triangle as below:

1

1 1

1 2 1

1 3 3 1

1 4 6 4 1

1 5 10 10 5 1

#include <iostream>

using namespace std;

int main()

{

int rows,coef=1,space,i,j;

cout<<"Enter number of rows: ";

cin>>rows;

for(i=0;i<rows;i++)

{

for(space=1;space<=rows-i;space++)

cout<<" ";

for(j=0;j<=i;j++)

{

if (j==0||i==0)

coef=1;

else

coef=coef\*(i-j+1)/j;

cout<<" "<<coef;

}

cout<<endl;

}

}

## C++ Program to display Floyd's Triangle.

1

2 3

4 5 6

7 8 9 10

#include <iostream>

using namespace std;

int main()

{

int rows,i,j,k=0;

cout<<"Enter number of rows: ";

cin>>rows;

for(i=1;i<=rows;i++)

{

for(j=1;j<=i;++j)

cout<<k+j<<" ";

++k;

cout<<endl;

}

return 0;

}