16 - Pattern Printing

12/04/25

→ Hollow Pyramid Pattern

n=1

```
*
```

n=2

```
 *
* *
```

n=3

```
  *
 * *
*****
```

n=4

```
   *
  * *
 *   *
*******
```

n=5

```
    *
   * *
  *   *
 *     *
*********
```

I
II
III
IV
V

① n=5

② No of rows=5

③ No of cols=(rows)

④ Analysis

n=5 r=1 - I^st Row - 4spaces + 1* - r==1

n-row

2(r)-3

n=5 r=2 - II^nd Row = 3spaces + 1* + 1sp + 1*

n=5 r=3 - III^rd Row = 2sp + 1* + 3sp + 1*

n=5 r=4 - IV^th Row = 1sp + 1* + 5sp + 1*

n=5 r=5 - V^th Row = 0sp + 9stars

≃ r==n

(2(n)-1) stars

n=4

* - - - I

* - - * - II

* - - - - * - III

* * * * * * * - IV

① n=4 r=1 I st Row — 3spaces + 1 * 2(r)-3

② n=4 r=2 II nd Row - 2spaces + 1* + 1sp + 1*

③ n=4 r=3 III rd Row - 1space + 1* + 3sp + 1*

④ n=4 r=4 IV th Row - 0space + 7*

n-row

if r==n

2(n)-1

②

Solid Diamond Pattern

Ⓘ Part I

① n = 3

② No of rows = 3

③ No of cols = (varey)

④ Analysis

n = 3 r = 1 - Ist Row - 2sp+1*

n = 3 r = 2 - IInd Row - 1sp+3*

n = 3 r = 2 - IIIrd Row - 0sp+5*

(n-row) (2(row)-1)

- Decrement n by 1 because below there are two rows

n--

Ⓘ Part II

① n = 2

② No of rows = 2

③ No of cols = (varey)

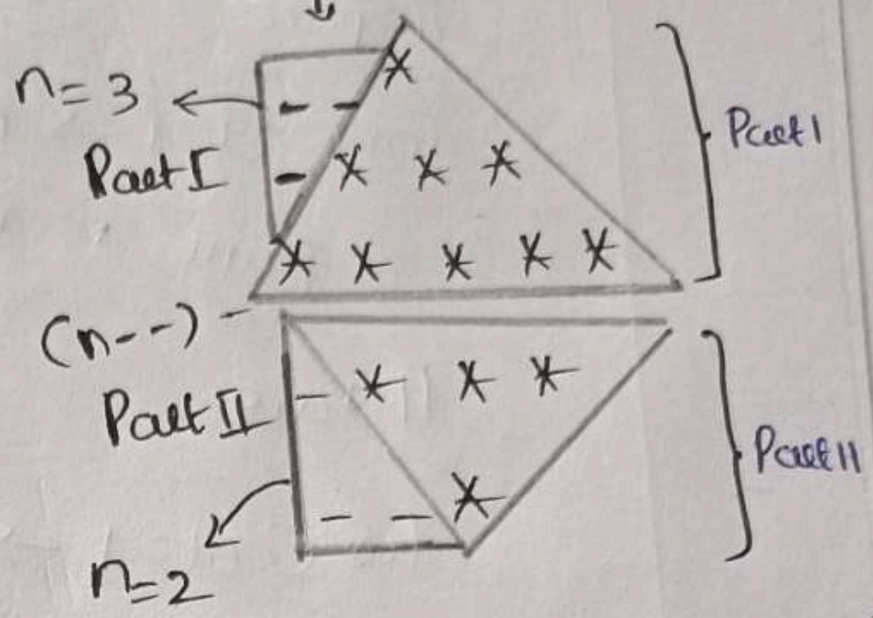
④ Analysis

n = 2 r = 1 - 1st Row - 1sp + 3*

n = 2 r = 2 - IInd Row - 2sp + 1*

Yp n=3

↳ Ilp



_ * * *

- - *

(=row)

(2(n-row)+1)

(4)

I

```
for (row 1 → <=n)
{
    // space
    for (col=1 → n-row)
        print " "
    // stars
    for (col=1 → 2(row)-1)
        print "*"
```

n- -

II

```
for(row 1 → <=n)
{
    // space
    for (col=1 → col<=row)
        print " "
        // stars
    for (col=1 → col<=(2(n-r)+1)
        print "*"
```

⑤

method-2

- lets say if unable to findout the formula of staes in part II then take one count veeiable

use this

int totalStaes = 2*n-3 → outside. for loop of row

```
for(int col=1; col<= totalStaes; col++)
{
    print "*"
    ↓
    Cout<<
}
totalStaes = totalStaes-2;
```

Staes → Ko jab tak totalStaes 1 nhi ho jata tabtak print kaete rehna hai

method-3

* whenever we divide the

Part I

① n=4

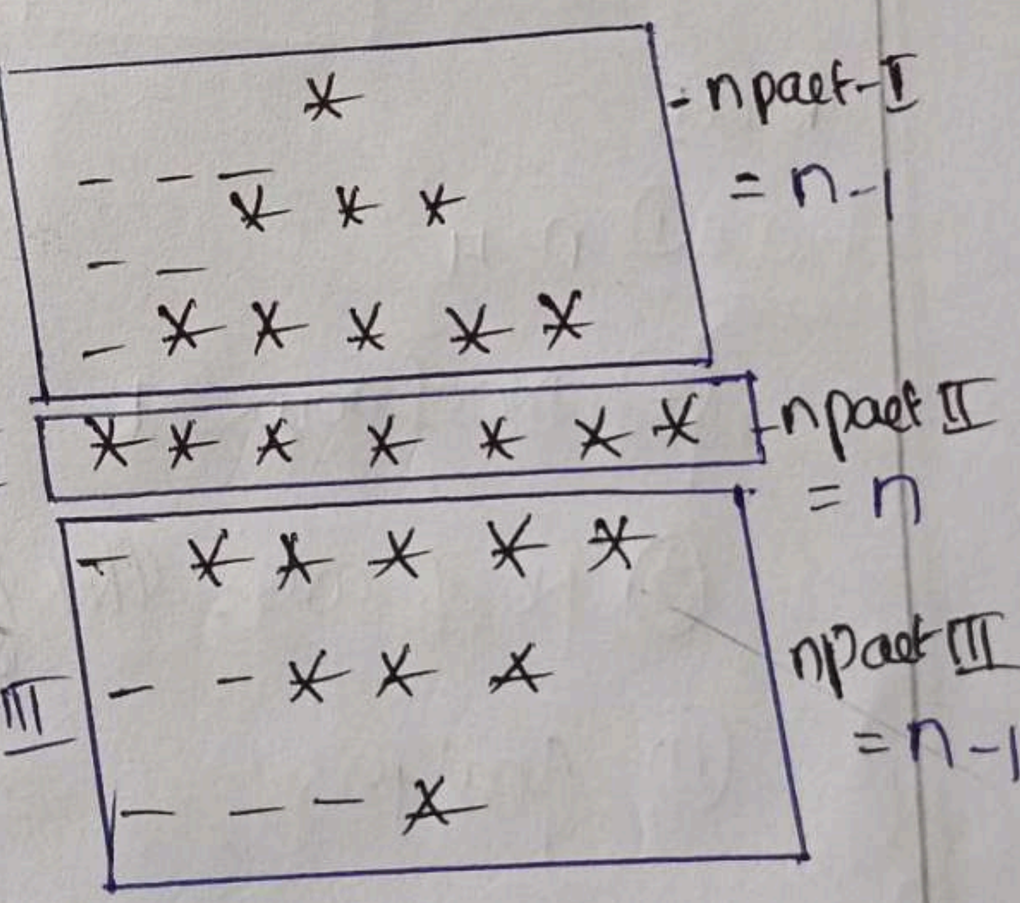
② No of rows = 3

③ No of cols = (vacy)

(n=3) Part I

(n=4) Part II

(n=3) Part III



n=3 r=1 Ist row - 3sp+1*

n=3 r=2 IInd row - 2sp+3*

n=3 r=3 IIIrd row - 1sp+5*

⑥

npattI — (n)=3

```
for(int r=1; r<=n; r++)
{
        //spaces
   for(int col=1; col<=(n-r+1); col++)
   {
        cout<<" ";
   }
      //Stars
   for(int col=1; col<=2*(r)-1; col++)
   {
        cout<<"*";
   }
}
```

PartII

① n=4

② No of rows = 1

③ No of cols = (Ndy(8)) 7

④ Analysis

n=4 r=1 - I st row → 7* — 2*n-1

```
for(col=1; col<=2(n)-1; col++)
{
    cout<<"*";
}
cout<<endl;
```

Part III

n=3

① n=3

② No of rows = 3

③ No of cols = (vary)

④ Analysis

n=3 r=1 — I st Row — 1space + 5*

n=3 r=2 — IInd Row — 2space + 3*

n=3 r=3 — IIIrd Row — 3space + 1*

(n-r)

2(x) + 1

5

3

1

(=r)

addnumber

(2x-1, x(-1)

2(n-r)+1

```
for (int row=1; row<=n; row++)
{
    for (int col=1; col<= r +1; col++)
    {
        cout << " ";
    }
    for (int col=1; col<= 2*(n-r)+1; col++)
    {
        cout << "*";
    }
}
```

④

③ Hollow Diamond Pattern

i/p n=3

↳ o/p

(n=3) Part I

```
- - *
- * - *
```

npart I = n-1

(n=3) Part II

```
* - - - *
```

npart II = n

(n=2) Part III

```
- * - *
  - - *
```

npart III = n-1

④ Analysis

n=2 r=1, I St Row — 2sp + 1* (r==1)

n=2 r=2 II nd Row — 1sp + 1* + 1sp + 1*

↓ ↓

* 2*(r-1)-1

n-r+1

r=2 1 2*(r-1) - 1 ✓

r=3 3

r=4 5 2(r)-3

(2(r-n)+1)?

Part II

① npart II = n = 3

② No of rows = 1

③ Analysis

n=3 — r=1 — 1st Row ⇒ (1)* + 3sp + (1)*

↓

2(r-1) ▮ 1 or 2(n-1)-1

?

⑨

Part II

① n=2

② No of rows = 2

③ No of cols = (vary)

④ Analysis

n=2 r=1 - 1st Row - 1sp + 1* + 1sp + 1*

n=2 r=2 - IInd Row - 2sp + 1*

r == Row r == n

→ Method - II

Part I

① n = 4

② No of rows = 4

③ No of cols = (vary)

④ Analysis

Spaces (r==1)

r=1 1st - 3sp + 1*

r=2 IInd - 2sp + 1* + 1sp + 1*

r=3 IIIrd - 1sp + 1* + 3sp + 1*

r=4 IVth - 0spaces + 1* + 5sp + 1*

nPart II = n-1 = 3

middle rows

1* 2x-1, 2x+1 Spaces ⇒ 2(r-1)-1

1*

spaces (n-r)

1 r=2

3 r=3 } 2(row-1)-1

5 r=4

nPart I = n = 4

- - - *

- - * - *

- * - - - *

* - - - - - *

Part I

- * - - - *

- - * - *

- - - *

Part II

SHAIK ASIF NIHAL | April 13, 2025 at 15:56

```
int patt = n;

for(int row = 1; row <= npattI; row++)
{
  //Spaces
  for(int col = 1; col <= (npattI - row); col++)
  {
    cout << " ";
  }
  // Stars
  if(row == 1)
  {
    cout << "*";
  }
  else
  {
    //stars
    cout << "*";
    //spaces
    for(int col = 1; col <= (2*(row-1) - 1); col++)
    {
      cout << " ";
    }
    cout << "*";
  }
  cout << endl;
}
```

//stars

~~for~~() cout<<"*";

}

cout<<endl;

}

Part II

- no of spaces at row=4 we have to find out (because it is last row).

- if we get the last row (in part I) spaces (~~in part~~) we can easily get next row (which is at part 2) spaces.

How? (Subract 2 from last row spaces)

Let int maxSpace = (2*(row)-3)

= 2(4)-3

= 8-3 = (5) spaces at row 4

row 2 = maxSpace - 2 ⇒ (no of spaces = 3)

of part II

① n=3 (n part II = 3)

② No of rows = 3

③ No of cols = (varey)

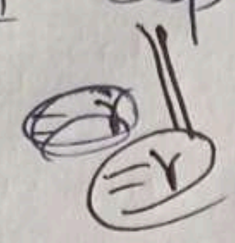
[[if(r==n)]]

npaet II = 3, r=1 I - 1sp +1* +3sp+1* - * - - - *

npaet II = 3, r=2 II - 2sp+1* +1sp+1* - - * - *

npaet II = 3, r=3 III - 3sp+1* - - - *

↳ if(r==n)
cout<< "*";



First - 1*

Spaces

↳ 2(n-r)-1 or we can use

First - 1*

maxSpace - 2

int maxSpace = 2*6-3

int nPaet2 = n-1

```
for(int row=1; row<=nPaet2; row++)
{
    //Spaces
    for(int col=1; col<=row; col++)
    {
        cout<< " ";
    }
    //Stars if(row==1)
    {
        cout<< "*";
    }
}
```

```
else
{
    cout<<"*";

    //Spaces___ maxSpace= maxSpace-2
    for(int col=1; col<=maxSpace; col++)

        cout<<" ";

    cout<<"*";

}
```

④ Rhombus Pattern

① n=4

② No of rows=4

③ No of cols=(vary)

⑭ Analysis

n=4 row=1 I st Row - Space Star

n=4 row=2 IInd Row - 2Sp + 4*

n=4 row=3 IIIrd Row - 1Sp + 4*

n=4 row=4 IVth Row - 0Sp + 4*

(n-r) (n)

I/p → n=4

```
    ****
   ---
    ***
  --
   ***
 -
   ****
```

```
for(int row=1; row<=n; row++)
{
    // spaces
    for(int col=1; col<=n-row; col++)
    {
        cout << " ";
    }
    for(int col=1; col<=n; col++)
    {
        cout << "*";
    }
    cout << endl;
}
```

(5)

→ Hare-Glass Pattern.

i/p - n=3

o/p -

Part I

```
* * * * * *
 - * * * *
 - - * *
```

Part II

```
 - - * *
 - * * * *
* * * * * *
```

(1)
n=3

(2) No of rows = 3

(3) No of cols = (varey)

n=3 - r=1 - I st Row - 0sp + 6*

n=3 r=2 - II nd Row - 1sp + 4*

n=3 r=3 - III rd Row - 2sp + 2*

(r-1) ↓ 2(x) = 2*(n-r+1)

$2*(x)$ → 6

$2*(r-x+1)$ → 4, 2

Part II

① $n=3$

② No of rows $=3$

③ No of cols $=$ (obvious)

④ Analysis

$n=3$ $r=1$ — I^st Row — $2sp+2*$

$n=3$ $r=2$ — II^nd Row — $1sp+4*$

$n=3$ $r=3$ — III^rd Row — $0sp+6*$

$0sp \Rightarrow (n-r)$

$6* \Rightarrow 2(x) \Rightarrow x$

⑥

→ Zig-Zag Pattern

I/p → n = 3

↳ I/p

↳

Part I

nPart I = n = ③

① n = 3

② No of rows = 3

③ No of columns = (vacy) = n = ③

④ Analysis

n=3 r=1 I st - Osp +

n=3 r=2 II nd - 1sp +

n=3 r=3 III rd - 2sp +

(r-1)

5
3
1

nPart I

* - - - - - - *

- * - - - - *

- - * - *

nPart II

= n+1

= ④

- - - *

- - * - *

- * - - - *

* - - - - - - *

Start space

- * — 2(n-r)+1

- Spaces — (or)

* take

take maxspace = 2(n)-1

& decrement by 2

(17)

```
int nPartI = n;
int maxspace = 2*n-1;

for(int row=1; row<=nPartI; row++)
{
    //spaces
for(int col=1; col<=(row-1); col++)
    cout << " ";

//stars + spaces

//stars
cout << "*";
//spaces
for(int col=1; col<=2(n-r)+1; col++)
{
    cout << " ";
}
cout << "*";

cout << endl;
}
```

(19)

Part II

nPartII = 4

```
----*
--*-*
-*---*
*-----*
```

① n = 4

② No of rows = 4

③ No of cols = (wkey)

④ Analysis

nPartII = 4 - row = 1 - I^st Row - 3sp + 1* (r==1) (n-row)

nPartII = 4 - row = 2 - II^nd Row - 2sp + 1* + 1sp + 1*

nPartIII = 4 - row = 3 - III^rd Row - 1sp + 1* + 3sp + 1*

nPart IV = 4 - row = 4 - IV^th Row - 0sp + 1* + 5sp + 1*

```
int nPartII = n+1;

for(int row=1; row<=nPartII; row++)
{
    // spaces - for(col=1; col<=(n-row); col++)
    {
    }
    // stars
    if(row==1) print "*"
    else {
        cout << "*"
        -> for(col=1; col<=(2(r-2)+1); col++)
            cout << " ";
        -> cout << "*";
    }
    cout << endl;
}
```

* → mine
spaces - 2(r-2)+1
or
2(r-1)-1
↳ (love sir's)
or
you can take
maxspace.