**118.Pascal’s Triangle**

int\*\* generate(int numRows, int\* returnSize, int\*\* returnColumnSizes) {

    int\*\* triangle = (int\*\*)malloc(numRows \* sizeof(int\*));

    \*returnColumnSizes = (int\*)malloc(numRows \* sizeof(int));

    \*returnSize = numRows;

    for (int i = 0; i < numRows; i++) {

        triangle[i] = (int\*)malloc((i + 1) \* sizeof(int));

        (\*returnColumnSizes)[i] = i + 1;

        triangle[i][0] = 1; // First element is always 1

        triangle[i][i] = 1; // Last element is always

        for (int j = 1; j < i; j++) {

            triangle[i][j] = triangle[i - 1][j - 1] + triangle[i - 1][j];

        }

    }

    return triangle;

}