Logic Building Assignment : 14

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

Input :   iRow = 4   iCol = 4

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

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;
}
```

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

Input :   iRow = 4   iCol = 4

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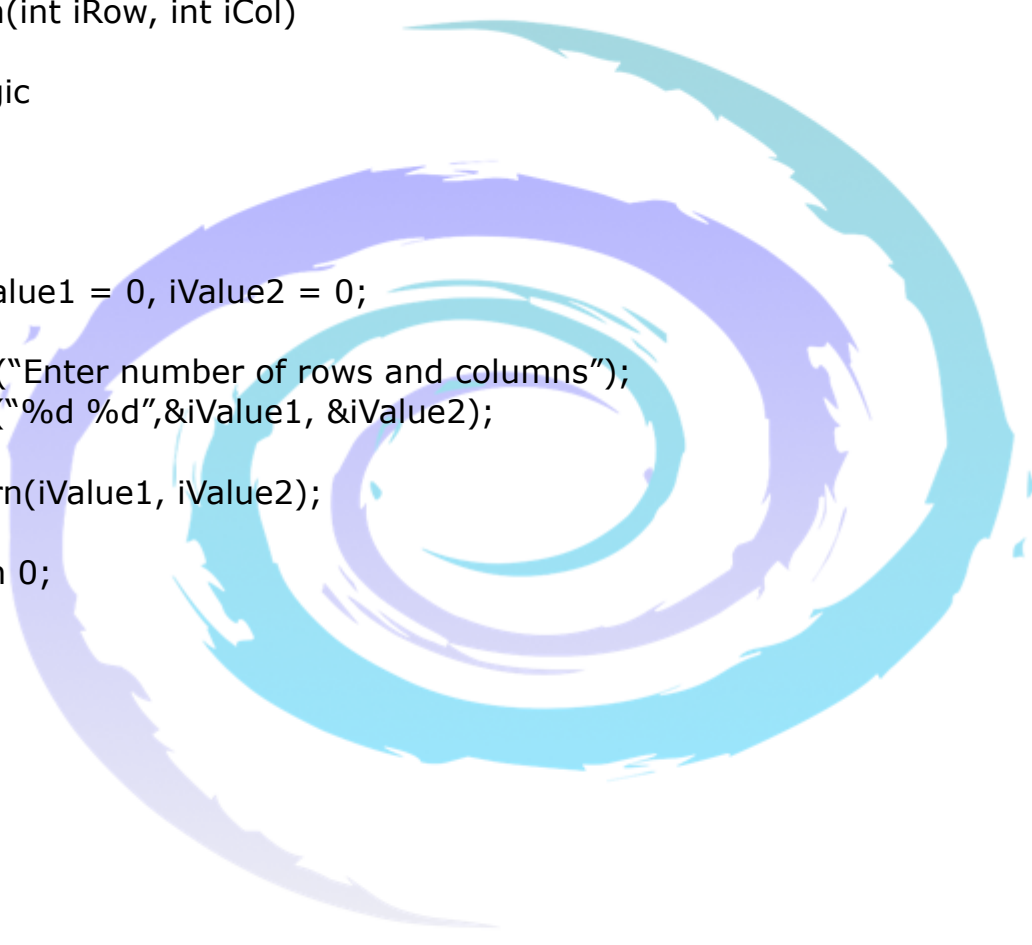   *   *   #   #
            *   #   #   #

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;
}
```

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

Input :   iRow = 5   iCol = 5

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;
}
```

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

```
Input :      iRow = 6        iCol = 5

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 = 4   iCol = 4

Output :   1   2   3   4
              1   *   *   4
              1   *   *   4
              1   2   3   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;
}
```