```c
// This program prints a pattern of stars using 2 functions
#include <stdio.h>

// Function prototypes: Headers of functions
void printPattern(int numOfRows);
void printStars(int numOfStars);

int main(void) {
    int lines;
    printf("Enter the number of lines in the pattern: ");
    scanf("%d", &lines);
    printPattern(lines);
    return 0;
}

void printPattern(int numOfRows) {
    for (int row = 1; row <= numOfRows; row++) {
        printStars(row);
    }
}

void printStars(int numOfStars) {
    for (int star = 1; star <= numOfStars; star++) {
        printf("%c", '*');
    }
    printf("\n");  // to start a newline
}
```

① every program starts with executing main

② printPattern is called

③ value of lines is passed to numOfRows

④ printStars is called

⑤ value of row is passed to numOfStars

⑥ body of printStars is executed

⑦ returns to where printStars was called

4 to 7 repeats depending on numOfRows

⑧ returns to where printPattern was called