**CPP Problem Design Example**

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| **Subject:** **Pattern Output** |
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| **Main testing concept:** 基本文字輸出   |  |  | | --- | --- | | **Basics** | **Functions** | | ■ C++ BASICS  □ FLOW OF CONTROL  □ FUNCTION BASICS  □ PARAMETERS AND OVERLOADING  □ ARRAYS  □ STRUCTURES AND CLASSES  □ CONSTRUCTORS AND OTHER TOOLS  □ OPERATOR OVERLOADING, FRIENDS,AND REFERENCES  □ STRINGS  □ POINTERS AND DYNAMIC ARRAYS | □ SEPARATE COMPILATION AND NAMESPACES  □ STREAMS AND FILE I/O  □ RECURSION  □ INHERITANCE  □ POLYMORPHISM AND VIRTUAL FUNCTIONS  □ TEMPLATES  □ LINKED DATA STRUCTURES  □ EXCEPTION HANDLING  □ STANDARD TEMPLATE LIBRARY  □ PATTERNS AND UML | |
| **Description:**  Write a program to display the following “\*” pattern on the screen.  **Input:**  None.  **Output:**  Display the following “\*” pattern on the screen.  **Sample Input / Output：**   |  |  | | --- | --- | | Sample Input | Sample Output | |  | \*  \*  \*  \* \*  \* \*  \* | |
| **■ Eazy,Only basic programming syntax and structure are required.**  **□ Medium,Multiple programming grammars and structures are required.**  **□ Hard,Need to use multiple program structures or complex data types.** |
| **Expected solving time:**  5 minutes |
| **Other notes:**  cout |