APCS – Mr. Ascione

Pascal's Triangle

OBJECTIVE: This lab was designed to teach you how to use a matrix, an array of arrays.

SPEC :   Basic Pascal's triangle rules are as follows:

The first and last values of the row are always 1.

The other values in the row are computed using the following formula :

The ith value in the row = (i–1)st value of the previous row + the ith value in the previous row.

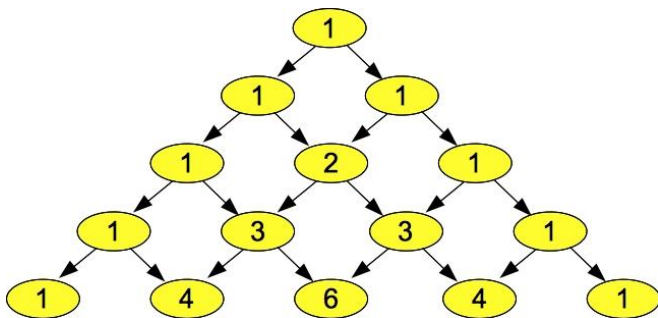For instance, the second value of the 4th row is 3 since the 1st and 2nd values of the 3rd row are 2 and 1.

Extra Credit:

```
//OUTPUT EACH TRIANGLE

//AS AN EQUILATERAL TRIANGLE
```

```
            1

         1     1

      1     2     1

   1     3     3     1

1     4     6     4     1

1  5  10  10  5  1
```

SAMPLE OUTPUT:

Files Needed:

PascalsTriangle.java

PascalsTriangleRunner.java