

24. Write a program (using scanner class) to generate a pattern of a token in the form of a triangle or in the form of an inverted triangle depending upon the user's

```
import java.util.*;
public class triangle {
    Run | Debug
    public static void main(String[] args) {
        int num;
        Scanner s = new Scanner(System.in);
        System.out.println(x:"enter the num: ");
        num = s.nextInt();

        for (int i =0; i<=num; i++){
            for(int j=0; j<=num-i; j++){
                System.out.print(s:" ");
            }

            for(int k=1; k <= 2*i-1; k++){
                System.out.print(s:"*");
            }

            System.out.print(s:"\n");
        }
    }
}
```

Output:

```
enter the num:
6

      *
     ***
    *****
   *********
  ***********
 *****
*****
```