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```
J NHollow.java > Java > NHollow > main(String[] args)
1 import java.util.Scanner;
2 public class NHollow {
    Run main | Debug main | Run | Debug
3     public static void main(String[] args) {
4         Scanner sc = new Scanner(System.in);
5         System.out.print(s: "ENTER Number : ");
6         int n =sc.nextInt();
7         for (int i = 1; i <=n; i++) {
8             for (int j = 1; j <=n; j++) {
9                 // if((i<=(n-1) && i>=2 ) && (j<=(n-1) && j>=2)){
10                 if(i==1||i==n||j==1||j==n){
11                     System.out.print(s: " *");
12                 }
13                 else{
14                     System.out.print(s: " |");
15                 }
16             }
17         }
18         System.out.println();
19     }
20 }
21 }
22 }
```

```
C:\DSA>javac NHollow.java

C:\DSA>java NHollow.java
ENter Number : 4
* * * *
*      *
*      *
* * * *
```

Ass - 2

pattern      Visualization & filtering      Squares

$n = 3$

for ( $i = 1$ ;  $i \leq n$ ;  $i++$ )

{

  for ( $j = 1$ ;  $j \leq n$ ;  $j++$ )

{

    if ( $2 \leq i \leq n-1$   $\text{and}$   $2 \leq j \leq n-1$ )

{

      System.out.print(" ");

  else

{

    System.out.print("\*");

}

  System.out.println();

}

# Dry run

$i = 1$  1

$i \leq n$  ( $1 \leq 3$ )  $\rightarrow$  true

inner loop

$j = 1$  1

$j \leq n$  ( $1 \leq 3$ )  $\rightarrow$  true

enter into inner loop

if ( $2 \leq i \leq 2$   $\text{and}$   $2 \leq j \leq 2$ )  $\rightarrow$  false

$\therefore$  print \* (else condition)

Date: \_\_\_\_\_

<pre> j++ j= 2 [2] j ≤ 3 → true enter into inner loop if (2 ≤ i ≤ 2 &amp; 2 ≤ j ≤ 2) (true false if true) → false ∴ else condition executes print * j++ i= 3 [3] j ≤ 3 → true enter into inner loop if (2 ≤ i ≤ 2 &amp; 2 ≤ j ≤ 2) → false ∴ else condition executes print * j++ i= 4 [4] j ≤ 3 → false inner loop stops j++ i= 2 [2] j ≤ 3 → true enter into outer loop j= 1 [1] j ≤ 3 → true enter into inner loop if (2 ≤ i ≤ 2 &amp; 2 ≤ j ≤ 2) → (true &amp; false) → false print " * " (else) j++ (i+1=2) j= 2 [2] j ≤ 3 → true enter into inner loop if (2 ≤ i ≤ 2 &amp; 2 ≤ j ≤ 2) → true print (" ") j++ i= 3 [3] j ≤ 3 → true         </pre>	<pre> OP * * * * * * * * * * * *  if (2 ≤ i ≤ 2 &amp; 2 ≤ j ≤ 2) → false print (" ") j++ j= 4 [4] j ≤ 3 → false i++ i= 3 [3] i ≤ 3 → true outer loop j= 1 [1] j ≤ 3 → true if (2 ≤ i ≤ 2 &amp; 2 ≤ j ≤ 2) → false print (*) j++ j= 2 [2] if j ≤ 3 → true if (2 ≤ i ≤ 2 &amp; 2 ≤ j ≤ 2) (false &amp; true) → false print (*) j++ j= 3 [3] j ≤ 3 → true if (2 ≤ i ≤ 2 &amp; 2 ≤ j ≤ 2) → false again print (*) j++ j= 4 [4] j ≤ 4 → false Stop inner loop i++ i= 4 [4] i ≤ 3 → false Stop outer loop         </pre>
--	--

Date: \_\_\_\_\_

another option

```

if (i == 1 || i == n || i == 1 || j == n) {
    S.O.P(" * ");
}
else {
    S.O.P("   ");
}

first & last also first & last column is
filled with starts
∴ first = 1, last = n
otherwise print space

import java.util.Scanner;
public static void main() {
    Scanner sc = new Scanner(System.in);
    System.out.print("enter no:");
    int n = sc.nextInt();
    for (int i = 1; i <= n; i++) {
        // if ((i <= (n-1) & i >= 2) && (j <= (n-1) && j >= 2)) {
        if (i == 1 || i == n || j == 1 || j == n) {
            System.out.print(" * ");
        }
        else {
            System.out.print("   ");
        }
    }
    System.out.println();
}
        
```

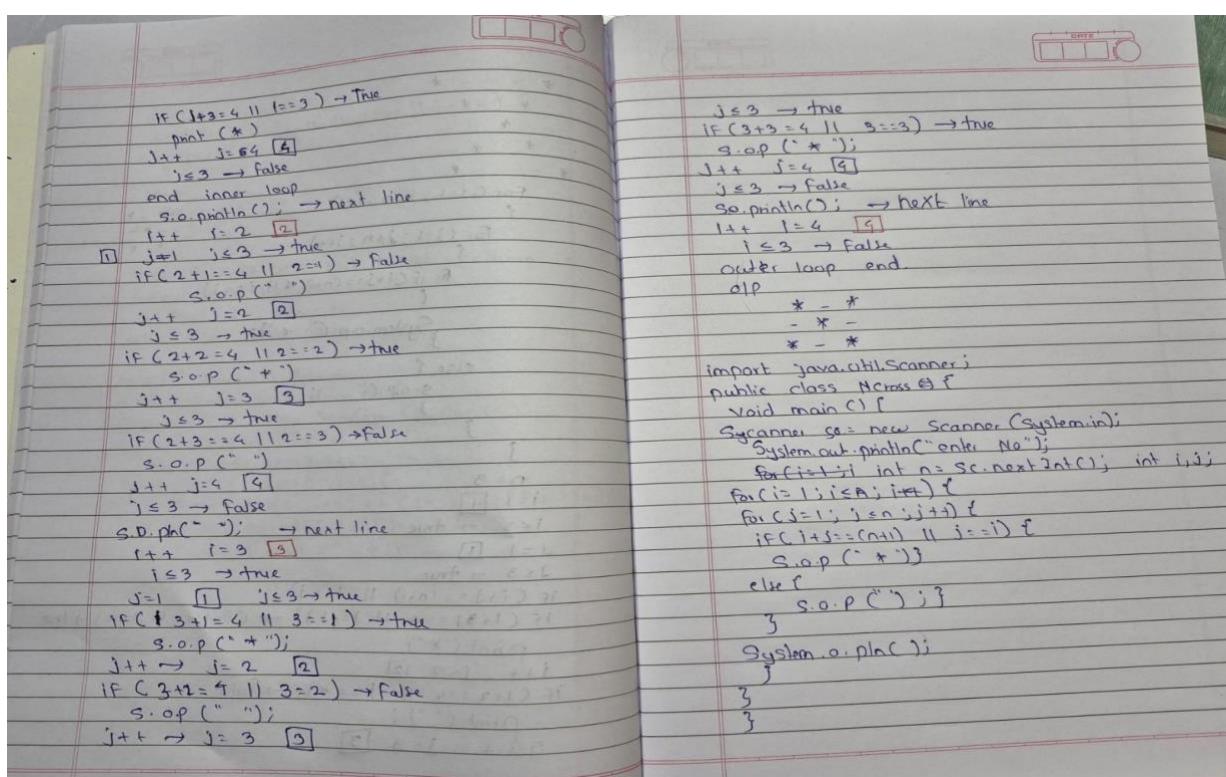
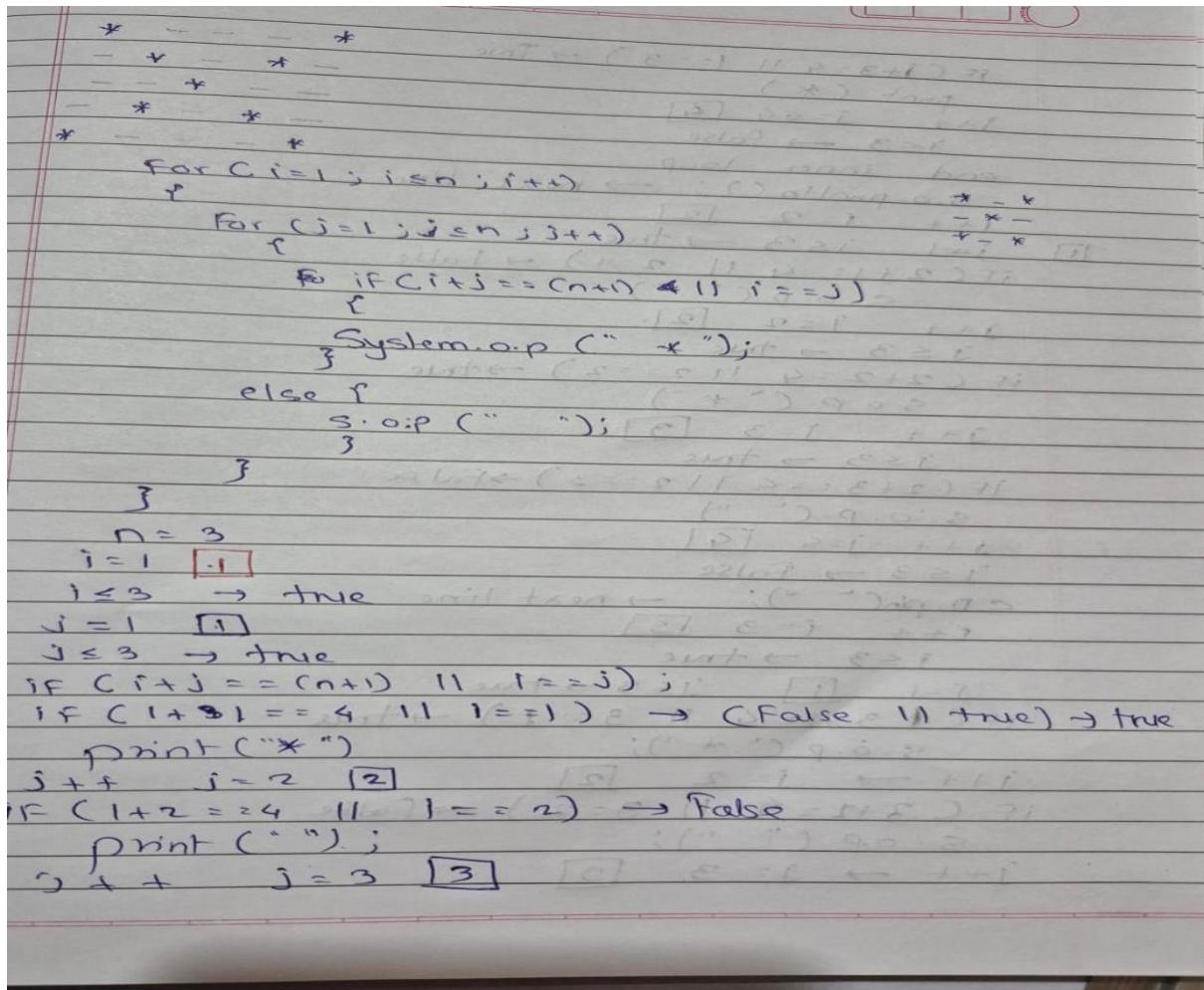
```
J NCross.java > Java > NCross > main()
1 import java.util.Scanner;
2 public class NCross {
    Run main | Debug main | Run | Debug
3     void main(){
4         Scanner sc= new Scanner(System.in);
5         System.out.print(s: "Enter Number : ");
6         int n=sc.nextInt();
7         for(int i=1;i<=n;i++){
8             for(int j =1;j<=n;j++){
9                 if(i==j || i+j==(n+1)){
10                     System.out.print(s: " *");
11                 }
12                 else{
13                     System.out.print(s: "   ");
14                 }
15             }
16             System.out.println();
17         }
18     }
19 }
20 }
21 }
```

```
C:\DSA>java NCross.java
Enter Number : 5
```

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

```
C:\DSA>java NCross.java
Enter Number : 10
```

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



```

public class RightTriangle {
    void main(){
        int i,j;
        for(i=1;i<=5;i++){
            for(j=1;j<=5;j++){
                if(i==j || i>j){
                    System.out.print(" *");
                }
                else{
                    System.out.print("   ");
                }
            }
            System.out.println();
        }
    }
}

```

```

C:\DSA>java RightTriangle.java
*
* *
* * *
* * * *
* * * * *

```

Handwritten notes explaining the execution flow of the Java code:

The code prints a right-angled triangle of asterisks. The logic is as follows:

- Outer Loop:** Iterates over  $i$  from 1 to 5.
- Inner Loop:** Iterates over  $j$  from 1 to 5.
- Condition:** Prints '\*' if  $i == j$  or  $i > j$ ; prints blank space otherwise.

Execution steps:

- For  $i = 1$ :
  - For  $j = 1$ : Prints '\*' (true for  $i == j$ ).
  - For  $j = 2$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 3$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 4$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 5$ : Prints blank space (false for  $i > j$ ).
- For  $i = 2$ :
  - For  $j = 1$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 2$ : Prints '\*' (true for  $i == j$ ).
  - For  $j = 3$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 4$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 5$ : Prints blank space (false for  $i > j$ ).
- For  $i = 3$ :
  - For  $j = 1$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 2$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 3$ : Prints '\*' (true for  $i == j$ ).
  - For  $j = 4$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 5$ : Prints blank space (false for  $i > j$ ).
- For  $i = 4$ :
  - For  $j = 1$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 2$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 3$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 4$ : Prints '\*' (true for  $i == j$ ).
  - For  $j = 5$ : Prints blank space (false for  $i > j$ ).
- For  $i = 5$ :
  - For  $j = 1$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 2$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 3$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 4$ : Prints blank space (false for  $i > j$ ).
  - For  $j = 5$ : Prints '\*' (true for  $i == j$ ).

end inner loop  
j++ j= 3 [3]

j= 1 [1]

j ≤ 3 → true  
if (3 == 1 || 3 > 1) → true

s.o.p ("\*")

j++ j= 2 [2]

j ≤ 3 → true

if (3 == 2 || 3 > 2) → false

s.o.p ("\*")

j++ j= 3 [3]

if (3 == 3 || 3 > 3) → true

s.o.p ("\*")

j++ j= 4 [4]

j ≤ 3 → false

j++ j= 4 [4]

j ≤ 4 3 → false

end outer loop

o/p \* - -

\* \* - - (1 ≤ 5 ||

\* \* \* (3 < 4) \*

```

public class InvertedRightTriangle {
    void main(){
        int i,j;
        for(i=1;i<=5;i++){
            for(j=1;j<=5;j++){
                if(i+j<=6){
                    System.out.print(" *");
                }
                else{
                    System.out.print("   ");
                }
            }
            System.out.println();
        }
    }
}

```

```

C:\DSA>java InvertedRightTriangle.java
* * * * *
* * * *
* * *
* *
*

```

```

import java.util.Scanner;

public class ChessBoard {
    public ChessBoard() {
    }

    void main() {
        Scanner var1 = new Scanner(System.in);
        System.out.println("Enter number :");
        int var2 = var1.nextInt();

        for(int var3 = 1; var3 <= var2; ++var3) {
            for(int var4 = 1; var4 <= var2; ++var4) {
                if (((var3 + var4) % 2 == 0 || var2 % 2 == 0) && ((var3 + var4) %
2 != 0 || var2 % 2 != 0)) {
                    System.out.print("#");
                } else {
                    System.out.print("*");
                }
            }
        }
    }
}

```

```
        System.out.println();
    }

}
}
```

```
C:\DSA>java ChessBoard.java
```

```
Enter number :
```

```
5
```

```
* # * # *
# * # * #
* # * # *
# * # * #
* # * # *
```

```
C:\DSA>java ChessBoard.java
```

```
Enter number :
```

```
4
```

```
* # * #
# * # *
* # * #
# * # *
```