**Object Oriented Concepts and Programming (Practical Assignment - II)**

**Que:  Write a program to draw the following types of patterns using code.**

1. Simple Number Triangle Pattern
2. Inverted Pyramid of Numbers
3. Half Pyramid Pattern of Numbers
4. Inverted Pyramid of Descending Numbers
5. Inverted Pyramid of the Same Digit
6. Reverse Pyramid of Numbers
7. Inverted Half Pyramid Number Pattern
8. Pyramid of Natural Numbers Less Than 10
9. Reverse Pattern of Digits from 10
10. Unique Pyramid Pattern of Digits
11. Connected Inverted Pyramid Pattern of Numbers
12. Even Number Pyramid Pattern
13. Pyramid of Horizontal Tables
14. Pyramid Pattern of Alternate Numbers
15. Mirrored Pyramid (Right-angled Triangle) Pattern of Numbers
16. Equilateral Triangle with Stars (Asterisk Symbol)
17. Downward Triangle Pattern of Stars
18. Pyramid Pattern of Stars
19. Hourglass Pattern Program
20. Pascal's Triangle Program