using System;

class Program

{

static void Main()

{

Console.Write("Enter the number of rows for Floyd's Triangle: ");

int numRows = int.Parse(Console.ReadLine());

int[][] floydsTriangle = GenerateFloydsTriangle(numRows);

Console.WriteLine("\nFloyd's Triangle:");

PrintFloydsTriangle(floydsTriangle);

}

static int[][] GenerateFloydsTriangle(int numRows)

{

int[][] triangle = new int[numRows][];

int count = 1;

for (int i = 0; i < numRows; i++)

{

triangle[i] = new int[i + 1];

for (int j = 0; j <= i; j++)

{

triangle[i][j] = count++;

}

}

return triangle;

}

static void PrintFloydsTriangle(int[][] triangle)

{

for (int i = 0; i < triangle.Length; i++)

{

for (int j = 0; j < triangle[i].Length; j++)

{

Console.Write(triangle[i][j] + " ");

}

Console.WriteLine();

}

}

}

This program defines two functions:

1. **GenerateFloydsTriangle**: This function generates Floyd's Triangle up to the specified number of rows using a jagged array.
2. **PrintFloydsTriangle**: This function prints the generated Floyd's Triangle.