

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
```

```
package alproii012120;
```

```
/**
 *
 * @author Ferza Reyaldi
 */
```

```
import java.util.Scanner;
public class Diamond {
```

```
    static void DiamondPattern(int n){
        for (int i = 1; i < n; i++)
        {
            for (int j = n-i; j >= 0; j--)
            {
                System.out.print(" ");
            }
            for (int j = i; j >= 1; j--)
            {
                System.out.print(j);
            }
            for (int j = 1; j <= i; j++)
            {
                System.out.print(j);
            }
            System.out.println();
        }

        for (int i = n; i >= 1; i--)
        {
            for (int j = n-i; j >= 0; j--)
            {
                System.out.print(" ");
            }
            for (int j = i; j >= 1; j--)
            {
                System.out.print(j);
            }
            for (int j = 1; j <= i; j++)
            {
                System.out.print(j);
            }
        }
    }
}
```

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

public static void main(String[] args) {

    Scanner myInput = new Scanner(System.in);
    System.out.print("n : ");
    int n = myInput.nextInt();
    System.out.println();

    DiamondPattern(n);
}
}
```