

Logic Building Assignment: 16

Complete below code snippets it contains only service provider function.

Write entry point function to call below helper functions separately.

Create separate visual Studio project for each problem statement separately.

Each project should contains below things

- File which contains entry point function
- File which contains helper function
- File which works as header file
- 1. Write a program which accept two inputs from user and display below pattern.

```
Input: 4 4

Output:
* * * *
*
* *
* *

void Pattern(int iRow, int iCol)
{
    // Logic
}
```

2. Write a program which accept two inputs from user and display below pattern.



Output:

1 2 3 4

1 * * 4

1 * * 4

1 2 3 4

void Pattern(int iRow, int iCol)

```
{
// Logic
}
```

3. Write a program which accept two inputs from user and display below pattern.

Input: 4 4

Output:

1 1 1 1

2 * * 2

3 * * 3

4 4 4 4

void Pattern(int iRow, int iCol)

4. Write a program which accept two inputs from user and display below pattern.



5. Write a program which accept two inputs from user and display below pattern.

```
Input: 4 4
```

```
Output:
```

```
1 * * * * * 2 3 * * 4 5 6 * 7 8 9 10
```

```
void Pattern(int iRow, int iCol)
{
    // Logic
}
```

6. Write a program which accept two inputs from user and display below pattern.



7. Write a program which accept two inputs from user and display below pattern.

```
Input: 4 4
```

```
Output:
```

```
1
```

2 2

}

3 3 3

4 4 4 4

```
void Pattern(int iRow, int iCol)
{
    // Logic
```

8. Write a program which accept two inputs from user and display below pattern.



```
Output:

1 * * * *

2 2 * *

3 3 3 *

4 4 4 4

void Pattern(int iRow, int iCol)

{
    // Logic
}
```

9. Write a program which accept two inputs from user and display below pattern.

```
Input: 4 4
```

```
Output:
```

```
$ * * *
# $ *
# # $ *
# # # $
```

```
void Pattern(int iRow, int iCol)
{
    // Logic
}
```

10. Write a program which accept two inputs from user and display below pattern.



```
Output:
```

}

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

```
void Pattern(int iRow, int iCol)
{
    // Logic
```

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