PASCAL TRIANGLE

#include <bits/stdc++.h>

using namespace std;

int nCr(int n, int r) {

long long res = 1;

// calculating nCr:

for (int i = 0; i < r; i++) {

res = res \* (n - i);

res = res / (i + 1);

}

return (int)(res);

}

vector<vector<int>> pascalTriangle(int n) {

vector<vector<int>> ans;

//Store the entire pascal's triangle:

for (int row = 1; row <= n; row++) {

vector<int> tempLst; // temporary list

for (int col = 1; col <= row; col++) {

tempLst.push\_back(nCr(row - 1, col - 1));

}

ans.push\_back(tempLst);

}

return ans;

}

int main()

{

int n = 5;

vector<vector<int>> ans = pascalTriangle(n);

for (auto it : ans) {

for (auto ele : it) {

cout << ele << " ";

}

cout << "n";

}

return 0;

}