

NUMERICAL EQUILATERAL TRIANGULAR PATTERNS

PROGRAMS TO PRACTICE

1.					1				
				1	2	1			
			1	2	3	2	1		
		1	2	3	4	3	2	1	
	1	2	3	4	5	4	3	2	1

1st Pattern Program

```
void main() {
int sp=4;
for (int i=1; i<=5; i++)
  for(int k=1; k<=sp; k++)
    System.out.print(" ");
  for(int j=1; j<=i; j++)
    System.out.print(j);
 for(l=i-1; l>=1; l--)
     System.out.print(I);
SOPIn();
sp--;
```

2nd Pattern Program

```
void main() {
int sp=4;
for (int i=1; i<=5; i++)
  for(int k=1; k<=sp; k++)
    System.out.print(" ");
  for(int j=i ; j>=1 ; j--)
    System.out.print(j);
  for(int l=2;l<=i;l++)
     System.out.print(I);
SOPIn();
sp--;
```

3rd Pattern Program

```
void main() {
int sp=4;
for (int i=5;i>=1;i--)
  for(int k=1;k<=sp;k++)
    System.out.print(" ");
  for(int j=i;j<=5;j++)
    System.out.print(j);
  for(int l=4;l>=i;l--)
     System.out.print(I);
SOPIn();
sp--;
```

4th Pattern Program

```
void main() {
int sp=0;
for (int i=1; i<=5; i++)
  for(int k=1; k<=sp; k++)
    System.out.print(" ");
  for(int j=i ; j<=5 ; j++)
    System.out.print(j);
  for(int l=4; l>=i; l--)
     System.out.print(I);
SOPIn();
sp++;
```

5th Pattern Program

```
void main() {
int sp=4;
for (int i=1; i<=5; i--)
  for(int k=1; k<=sp; k++)
    System.out.print(" ");
  for(int j=5; j>=i; j--)
    System.out.print(j);
  for(int l=i+1; <=5; l++)
     System.out.print(I);
SOPIn();
sp++;
```

6th Pattern Program

```
void main() {
int sp=4;
for (int i=1; i<=5; i--)
 for(int j=1; j<=i; j++)
    System.out.print(j);
  for(int k=1; k<=a; k++)
     System.out.print(i);
SOPIn();
a--;
```