

Logic Building Assignment: 19

1. Accept number of rows and number of columns from user and display below pattern.

```
iCol = 4
Input:
           iRow = 4
Output:
                             #
                  #
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
{
      // Logic
int main()
{
      int iValue1 = 0, iValue2 = 0;
      printf("Enter number of rows and columns");
      scanf("%d %d",&iValue1, &iValue2);
      Pattern(iValue1, iValue2);
      return 0;
}
```



```
Input:
                             iCol = 4
           iRow = 4
                             #
Output:
                       #
                             a
                       @
                             @
            #
                 a
                             a
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
{
     // Logic
}
int main()
      int iValue1 = 0, iValue2 = 0;
      printf("Enter number of rows and columns");
      scanf("%d %d",&iValue1, &iValue2);
      Pattern(iValue1, iValue2);
      return 0;
}
```



```
Input:
           iRow = 6
                             iCol = 6
Output:
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
     // Logic
int main()
{
     int iValue1 = 0, iValue2 = 0;
      printf("Enter number of rows and columns");
      scanf("%d %d",&iValue1, &iValue2);
      Pattern(iValue1, iValue2);
      return 0;
}
```



```
Input:
                             iCol = 6
           iRow = 6
                                         *
Output:
                  #
                       #
                       #
                 #
                       *
                                   $
$
                             $
                 #
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
     // Logic
int main()
{
     int iValue1 = 0, iValue2 = 0;
      printf("Enter number of rows and columns");
      scanf("%d %d",&iValue1, &iValue2);
      Pattern(iValue1, iValue2);
      return 0;
}
```



```
iCol = 4
Input:
           iRow = 4
                                   5
Output:
                  2
                       3
                                   5
            1
                  2
                                   5
                        3
            1
                                   5
            1
                             4
                                   5
            1
                  2
                        3
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
{
     // Logic
}
int main()
     int iValue1 = 0, iValue2 = 0;
      printf("Enter number of rows and columns");
      scanf("%d %d",&iValue1, &iValue2);
     Pattern(iValue1, iValue2);
```

return 0;

}