CS 1301 Programming Assignment#6

9/20/2016 MyPatterns6

Fares

1. Read chapter 5.
2. Read and understand the attached classes.
3. Modify ONLY MyPatterns6.java. Do not change its name. Document the class and its methods.
4. Pattern I is already implemented.
5. Create five additional methods (similar to displayPatternI method) to implement Patterns II, III, IV, V, and VI (your own).
6. Use nested loops to print the other patterns and the pattern of your own choice.

Pattern I Pattern II Pattern III Pattern IV PatternV Your Own

1 123456 6 1 12345654321

12 12345 56 12 234565432

123 1234 456 123 3456543

1234 123 3456 1234 45654

12345 12 23456 12345 565

123456 1 123456 123456 6

1. Create a one-page report with your name, class, date, and program title. The report should include what you learned from the programming assignment, problems faced, skills learned, and your observations. Use Word text processor.
2. Document Patterns6 class.
3. Do not submit MySkeletonPatterns6.java and TestMyPatterns6.java (I have them)
4. Zip MyPattern6, and MyReport6, and MySample6 into a single file and attach via BlazeView.