**Pseudo code**

Public class tilePattern() {

Private int row, col;

Getter and setter methods for row and col;

Public int[][] patternGenerator(row, col) {

make new 2d array with size of row and col;

make first and last rows = 0;

make first and last column = 0;

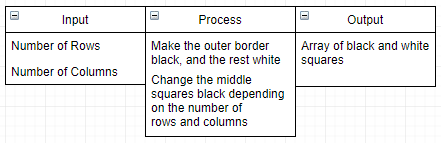
make center of row and column = 0;

return array filled with values;

}

}

**IPO Diagram**

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