```
#include <bits/stdc++.h>
using namespace std;
void pattern1(int n){
for (int i = 0; i < n; i++)
  for (int j = 0; j < n; j++)
    cout << "*";
  cout << endl;</pre>
}
}
void pattern2(int n){
   for (int i = 1; i <= n; i++)
    for (int j = 0; j < i; j++)
      cout << "* ";
    cout << endl;</pre>
}
void pattern3(int n){
   for (int i = 1; i <= n; i++)
    for (int j = 1; j <= i; j++)
      cout << j << " ";
    cout << endl;</pre>
}
void pattern4(int n){
   for (int i = 1; i <= n; i++)
   {
    for (int j = 1; j <= i; j++)
      cout << i << " ";
    cout << endl;</pre>
   }
}
void pattern5(int n){
  for (int i = 1; i <=n; i++)
  {
```

```
for (int j = 1; j <= n - i + 1; j++)
      cout << "* ";
    cout << endl;</pre>
 }
}
void pattern6(int n){
 for (int i = 1; i <= n; i++)
    for (int j = 1; j <= n-i+1; j++)
     cout << j << " ";
    cout << endl;</pre>
}
void pattern7(int n)
 for (int i = 0; i < n; i++)
    for (int j = 0; j < n - i - 1; j++)
     cout << " ";
    for (int j = 0; j < 2 * i + 1; j++)
      cout << "*";
    for (int j = 0; j < n - i - 1; j++)
      cout << " ";
    cout << endl;</pre>
 }
}
void pattern8(int n)
 for (int i = 0; i < n; i++)
    for (int j = 0; j < i; j++)
     cout << " ";
    for (int j = 0; j < 2 * n - (2 * i + 1); j++)
      cout << "*";
```

```
for (int j = 0; j < i; j++)
      cout << " ";
    cout << endl;</pre>
  }
}
void pattern9(int n){
  for (int i = 0; i < n; i++)
    for (int j = 0; j < n - i - 1; j++)
      cout << " ";
    for (int j = 0; j < 2 * i + 1; j++)
      cout << "*";
    for (int j = 0; j < n - i - 1; j++)
      cout << " ";
    cout << endl;</pre>
   for (int i = 0; i < n; i++)
    for (int j = 0; j < i; j++)
      cout << " ";
    for (int j = 0; j < 2 * n - (2 * i + 1); j++)
      cout << "*";
    for (int j = 0; j < i; j++)
      cout << " ";
    cout << endl;</pre>
}
void pattern10(int n){
   for (int i = 1; i \le 2 * n - 1; i++)
    int stars = i;
    if (i > n) stars = 2 * n - i;
    for (int j = 1; j <= stars; j++)
```

```
cout << "*";
    cout << endl;</pre>
}
void pattern11(int n){
  int start = 1;
  for (int i = 0;i<n; i++)
    if (i % 2 == 0) start = 1;
    else start = 0;
    for (int j = 0; j <= i; j++){}
      cout << start;</pre>
      start = 1 - start;
    cout << endl;</pre>
}
void pattern12(int n)
  int space = 2 * (n - 1);
  for (int i = 1; i <= n; i++)
    // numbers
    for (int j = 1; j <= i; j++)
      cout << j;</pre>
    }
    // space
    for (int j = 1; j \leftarrow space; j++)
      cout << " ";
    }
    // numbers
    for (int j = i; j >= 1; j--)
      cout << j;</pre>
    cout << endl;</pre>
    space -= 2;
}
void pattern13(int n){
```

```
int num = 1;
  for (int i = 0; i <= n; i++)
    for (int j = 0; j <= i; j++)
      cout << num << " ";
      num = num + 1;
    cout << endl;</pre>
}
void pattern14(int n){
  for (int i = 0; i <= n; i++)
    for (char ch = 'A'; ch <= 'A' + i; ch++)
      cout << ch << " ";
    cout << endl;</pre>
  }
}
void pattern15(int n){
  for (int i = 0; i < n; i++)
    for (char ch = 'A'; ch <= 'A' + (n - i - 1); ch++)
      cout << ch << " ";
    cout << endl;</pre>
  }
}
void pattern16(int n){
  for (int i = 0; i < n; i++)
    char ch = 'A' + i;
    for (int j = 0; j <= i; j++)
      cout << ch << " ";
    cout << endl;</pre>
  }
}
void pattern17(int n){
  for (int i = 0; i < n; i++)
    for (int j = 0; j < n - i - 1; j++)
```

```
cout << " ";
    char ch = 'A';
    int breakpoint = (2 * i + 1) / 2;
    for (int j = 1; j \le 2 * i + 1; j++)
      cout << ch;
      if(j <= breakpoint) ch++;</pre>
      else ch--;
    }
    for (int j = 0; j < n - i - 1; j++)
      cout << " ";
    cout << endl;</pre>
}
void pattern18(int n){
  for (int i = 0; i < n; i++)
    for (char ch = 'E'; ch <= 'E' + i ; ch++)
      cout << ch << " ";
    cout << endl;</pre>
  }
}
void pattern19(int n){
  int inis = 0;
  for (int i = 0; i < n; i++)
    // stars
    for (int j = 1; j <= n - i; j++)
      cout << "*";
    }
  // spaces
  for (int j = 0; j < inis; j++)
    cout << " ";
    // stars
    for (int j = 1; j <= n - i; j++)
      cout << "*";
```

```
inis += 2;
    cout << endl;</pre>
  inis = 8;
  for (int i = 1; i <= n; i++)
    // stars
    for (int j = 1; j <= i; j++)
     cout << "*";
    }
  // spaces
  for (int j = 0; j < inis; j++)
    cout << " ";
  }
    // stars
    for (int j = 1; j <= i; j++)
      cout << "*";
    inis -= 2;
    cout << endl;</pre>
  }
}
void pattern20(int n){
  int spaces = 2*n - 2;
  for (int i = 1; i <= 2*n-1; i++)
    int stars = i;
    if (i > n)
      stars = 2*n - i;
    for (int j = 1; j <= stars; j++)</pre>
     cout << "*";
    for (int j = 1; j <= spaces; j++)</pre>
      cout << " ";
    for (int j = 1; j <= stars; j++)
      cout << "*";
```

```
cout << endl;</pre>
    if (i < n) spaces -= 2;
    else spaces += 2;
 }
}
void pattern21(int n){
  for (int i = 0; i < n; i++)
    for (int j = 0; j < n; j++)
      if (i == 0 || j == 0 || i == n-1 || j == n-1)
        cout << "*";
      else cout << " ";
    cout << endl;</pre>
}
void pattern22(int n){
  for (int i = 0; i < 2*n - 1; i++)
    for (int j = 0; j < 2*n - 1; j++)
    {
      int top = i;
      int left = j;
      int right = (2*n - 2) - j;
      int bottom = (2*n - 2) - i;
      cout << (n - min(min(top, bottom), min(left,right)))<<" ";</pre>
    cout << endl;</pre>
  }
}
int main()
  int n;
  cout << "Enter a number : ";</pre>
  cin >> n;
  pattern22(n);
  return 0;
}
```