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| using System;  namespace PascalTriangle  {  class Program  {  public static void Main(string[] args)  {  var lines = int.Parse(Console.ReadLine());  var pascalTriangle = new long[lines][];  for (var row = 0; row < lines; row++)  {  pascalTriangle[row] = new long[row + 1];  pascalTriangle[row][0] = 1; // first element is 1  pascalTriangle[row][^1] = 1; // last element is 1  for (var col = 1; col < row; col++)  {  pascalTriangle[row][col] = pascalTriangle[row - 1][col - 1] + pascalTriangle[row - 1][col];  }  }  for (var row = 0; row < lines; row++)  {  Console.WriteLine(string.Join(" ", pascalTriangle[row]));  }  }  }  } |