

STAR PATTERN :::::::::::::::

<p>1. Square Star Pattern :</p> <pre>#include<stdio.h> int main() { int i,j,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1;i<=n;i++) { for(j=1;j<=n;j++) { printf("*"); } printf("\n\n"); } return 0; }</pre>	<p>2. Hollow Square star pattern :</p> <pre>#include<stdio.h> int main() { int i,j,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1;i<=n;i++) { for(j=1;j<=n;j++) { if(i==1 i==n j==1 j==n) { printf("*"); } else { printf(" "); } } printf("\n\n"); } return 0; }</pre>
<p>3. Hollow Square star pattern with Diagonal</p> <pre>#include<stdio.h> int main() { int i,j,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1;i<=n;i++) { for(j=1;j<=n;j++) { if(i==1 i==n j==1 j==n j==i j==(n-(i-1))) { printf("*"); } else { printf(" "); } } printf("\n\n"); } return 0; }</pre>	<p>4. Rhombus Star pattern</p> <pre>#include<stdio.h> int main() { int i,j,k,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1;i<=n;i++) { for(j=1;j<=(n-i);j++) { printf(" "); } for(k=1;k<=n;k++) { printf("*"); } printf("\n\n"); } return 0; }</pre>

5.Hollow Rhombus Star Pattern :

```
#include<stdio.h>
int main()
{
    int i,j,k,n;
    printf("Input number of rows : ");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
    {
        for(j=1;j<=(n-i);j++)
        {
            printf(" ");
        }
        for(k=1;k<=n;k++)
        {
            if(i==1 || i==n || k==1 || k==n)
                printf("*");
            else
                printf(" ");
        }
        printf("\n\n");
    }
    return 0;
}
```

6.Mirrored Rhombus Star pattern :

```
#include<stdio.h>
int main()
{
    int i,j,k,n;
    printf("Input number of rows : ");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
    {
        for(j=1;j<i;j++)
        {
            printf(" ");
        }
        for(k=1;k<=n;k++)
        {
            printf("*");
        }
        printf("\n\n");
    }
    return 0;
}
```

7.Hollow Mirrored Rhombus Star Pattern :

```
#include<stdio.h>
int main()
{
    int i,j,k,n;
    printf("Input number of rows : ");
    scanf("%d",&n);
    for(i=1; i<=n; i++)
    {
        for(j=1; j<i; j++)
        {
            printf(" ");
        }
        for(k=1; k<=n; k++)
        {
            if(i==1 || i==n || k==1 || k==n)
                printf("*");
            else
                printf(" ");
        }
        printf("\n\n");
    }
    return 0;
}
```

8.Right Triangle Star Pattern :

```
#include<stdio.h>
int main()
{
    int i,j,n;
    printf("Input number of rows : ");
    scanf("%d",&n);
    for(i=1; i<=n; i++)
    {
        for(j=1;j<=i;j++)
        {
            printf("*");
        }
        printf("\n\n");
    }
    return 0;
}
```

<p>9.Hollow Right Triangle Star Pattern :</p> <pre> #include<stdio.h> int main() { int i,j,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1; i<=n; i++) { for(j=1;j<=i;j++) { if(j==1 j==i i==n) printf("*"); else printf(" "); } printf("\n\n"); } return 0; } </pre>	<p>10.Mirrored Right Triangle Star Pattern :</p> <pre> #include<stdio.h> int main() { int i,j,k,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1; i<=n; i++) { for(j=1;j<=(n-i);j++) { printf(" "); } for(k=1;k<=i;k++) { printf("*"); } printf("\n\n"); } return 0; } </pre>
<p>11.Hollow Mirrored Right Triangle Star Pattern:</p> <pre> #include<stdio.h> int main() { int i,j,k,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1; i<=n; i++) { for(j=1;j<=(n-i);j++) { printf(" "); } for(k=1;k<=i;k++) { if(i==n k==1 k==i) printf("*"); else printf(" "); } printf("\n\n"); } return 0; } </pre>	<p>12.Inverted Right Triangle star Pattern :</p> <pre> #include<stdio.h> int main() { int i,j,n; printf("Input number of rows : "); scanf("%d",&n); for(i=n; i>=1; i--) { for(j=1; j<=i; j++) { printf("*"); } printf("\n\n"); } return 0; } </pre>

<p>13.Hollow Inverted Right Triangle star Pattern</p> <pre> #include<stdio.h> int main() { int i,j,n; printf("Input number of rows : "); scanf("%d",&n); for(i=n; i>=1; i--) { for(j=1; j<=i; j++) { if(j==1 j==i i==n) printf("*"); else printf(" "); } printf("\n\n"); } return 0; } </pre>	<p>14.Inverted Mirored Right Triangle Star Pattern:</p> <pre> #include<stdio.h> int main() { int i,j,k,n; printf("Input number of rows : "); scanf("%d",&n); for(i=n; i>=1; i--) { for(j=1; j<=(n-i); j++) { printf(" "); } for(k=1;k<=i;k++) { printf("*"); } printf("\n\n"); } return 0; } </pre>
<p>15. Hollow Inverted Mirored Right Triangle Star Pattern :</p> <pre> #include<stdio.h> int main() { int i,j,k,n; printf("Input number of rows : "); scanf("%d",&n); for(i=n; i>=1; i--) { for(j=1; j<=(n-i); j++) { printf(" "); } for(k=1; k<=i; k++) { if(k==1 k==i i==n) printf("*"); else printf(" "); } printf("\n\n"); } return 0; } </pre>	<p>16. Pyramid star pattern:</p> <pre> #include<stdio.h> int main() { int i,j,k,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1; i<=n; i++) { for(j=1;j<=n-i;j++) { printf(" "); } for(k=1;k<=(2*i-1);k++) { printf("*"); } printf("\n\n"); } return 0; } </pre>

<p>17.Hollow Pyramid star pattern:</p> <pre> #include<stdio.h> int main() { int i,j,k,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1; i<=n; i++) { for(j=1;j<=n-i;j++) { printf(" "); } for(k=1;k<=(2*i-1);k++) { if(i==n k==1 k==(2*i-1)) printf("*"); else printf(" "); } printf("\n\n"); } return 0; } </pre>	<p>18.Invarted Pyramid star pattern:</p> <pre> #include<stdio.h> int main() { int i,j,k,n; printf("Input number of rows : "); scanf("%d",&n); for(i=n; i>=1; i--) { for(j=i;j<n;j++) { printf(" "); } for(k=1;k<=(2*i-1);k++) { printf("*"); } printf("\n\n"); } return 0; } </pre>
<p>19. Hollow Invarted Pyramid star pattern:</p> <pre> #include<stdio.h> int main() { int i,j,k,n; printf("Input number of rows : "); scanf("%d",&n); for(i=n; i>=1; i--) { for(j=i;j<n;j++) { printf(" "); } for(k=1;k<=(2*i-1);k++) { if(i==n k==1 k==(2*i-1)) printf("*"); else printf(" "); } printf("\n\n"); } return 0; } </pre>	<p>20.Half Diamond Star Pattern :</p> <pre> #include<stdio.h> int main() { int i,j,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1;i<=n;i++) { for(j=1;j<=i;j++) { printf("*"); } printf("\n\n"); } for(i=(n-1);i>=1;i--) { for(j=1;j<=i;j++) { printf("*"); } printf("\n\n"); } return 0; } </pre>

<p>21.Mirrored Half Diamond star Pattern :</p> <pre> #include<stdio.h> int main() { int i,j,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1;i<=n;i++) { for(j=1;j<=n-i;j++) {printf(" ");} for(j=1;j<=i;j++) {printf("*");} printf("\n\n"); } for(i=1;i<n;i++) { for(j=1;j<=i;j++) { printf(" "); } for(j=1;j<=(n-i);j++) { printf("*"); } printf("\n\n"); } return 0; } </pre>	<p>22.Diamond Star Pattern :</p> <pre> #include<stdio.h> int main() { int i,j,n; printf("Input number of rows : "); scanf("%d",&n); for(i=1;i<=n;i++) { for(j=1;j<=n-i;j++) { printf(" "); } for(j=1;j<=(2*i-1);j++) { printf("*"); } printf("\n\n"); } for(i=1;i<=n-1;i++) { for(j=0;j<i;j++) { printf(" "); } for(j=1;j<=(2*(n-1)-(2*i-1));j++) { printf("*"); } printf("\n\n"); } return 0; } </pre>
<p>23.Hollow Diamond Star Pattern ::</p> <pre> #include<stdio.h> int main() { int i,j,n; printf("input number of rows: "); scanf("%d",&n); for(i=0;i<n;i++) { for(j=1;j<=(n-i);j++) { printf("*"); } for(j=1;j<=i;j++) { printf(" "); } } } </pre>	<p>24.Right Arrow Star</p> <pre> #include<stdio.h> int main() { int i,j,n; printf("input number of rows: "); scanf("%d",&n); for(i=0;i<n;i++) { for(j=1;j<=i;j++) { printf(" "); } for(j=1;j<=n-i;j++) { printf("*"); } } } </pre>

<pre> } for(j=1;j<=n-i;j++) { printf("*"); } printf("\n\n"); } for(i=1;i<=n;i++) { for(j=1;j<=i;j++) { printf("*"); } for(j=1;j<=(n-i);j++) { printf(" "); } for(j=1;j<=i;j++) { printf("*"); } printf("\n\n"); } return 0; } </pre>	<pre> } printf("\n\n"); } for(i=1;i<=n;i++) { for(j=1;j<=n-i;j++) { printf(" "); } for(j=0;j<=i;j++) { printf("*"); } printf("\n\n"); } return 0; } </pre>
<p>25. Left Arrow star pattern::</p> <pre> #include<stdio.h> int main() { int i,j,n; printf("input number of rows: "); scanf("%d",&n); for(i=1;i<=n;i++) { for(j=1;j<=n-i;j++) { printf(" "); } for(j=1;j<=(n+1)-i;j++) {printf("*");} printf("\n\n"); } for(i=1;i<=n;i++) { for(j=1;j<=i;j++) { printf(" "); } for(j=0;j<=i;j++) { </pre>	<pre> printf("*"); } printf("\n\n"); } return 0; } </pre>

26.Plus Star pattern :

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int i,j,n;
```

```
    printf("input number of rows: ");
```

```
    scanf("%d",&n);
```

```
    for(i=1;i<=n;i++)
```

```
    { if(i!=n){
```

```
        for(j=1;j<n;j++)
```

```
        {
```

```
            printf(" ");
```

```
        }
```

```
        printf("+");
```

```
        printf("\n\n");}
```

```
    else
```

```
    {
```

```
        for(j=1;j<=(2*n-1);j++)
```

```
        {
```

```
            printf("+");
```

```
        }
```

```
        printf("\n\n");
```

```
    }
```

```
}
```

```
for(i=1;i<n;i++)
```

```
{
```

```
    for(j=1;j<n;j++)
```

```
    {
```

```
        printf(" ");
```

```
    }
```

```
    printf("+");
```

```
    printf("\n\n");
```

```
}
```

```
return 0;
```

```
}
```

27.X-Star Pattern ::

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int i,j,n,c;
```

```
    printf("input number of rows: ");
```

```
    scanf("%d",&n);
```

```
    c=2*n-1;
```

```
    for(i=1;i<=c;i++)
```

```
    {
```

```
        for(j=1;j<=c;j++)
```

```
        {
```

```
            if(j==i || (j==c-i+1))
```

```
                printf("*");
```

```
            else
```

```
                printf(" ");
```

```
        }
```

```
        printf("\n\n");
```

```
    }
```

```
return 0;
```

```
}
```

28.Eight Star pattern :

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int i,j,n,c;
```

```
    printf("Input number of rows : ");
```

```
    scanf("%d",&n);
```

```
    c=2*n-1;
```

```
    for(i=1; i<=c; i++)
```

```
    {
```

```
        for(j=1; j<=n; j++)
```

```
        {
```

```
if((i==1&&j==1) || (i==1&&j==n) || (i==n&&j==1) || (i==n&&j==n) || (i==c&&j==1) || (i==c&&j==n))
```

```
    printf(" ");
```

```
    else if(i==1 || i==n || i==c || j==1 || j==n)
```

```
        printf("*");
```

```
    else
```

```
        printf(" ");
```

```
    }
```

```
    printf("\n\n");
```

```
}
```

```
return 0;
```

```
}
```


29.Heart Star Pattern:

```
#include<stdio.h>
int main()
{
    int i,j,n,c;
    printf("Input value of n : ");
    scanf("%d",&n);
    for(i=1;i<=(n/2);i+=2)
    {
        for(j=1;j<(n/2-i);j+=2)
        {
            printf(" ");
        }
        for(j=1;j<(n+(2*i-1));j+=2)

        {
            printf("*");
        }
        for(j=1;j<=(n-(2*i-1));j+=2)
        {
            printf(" ");
        }
        for(j=1;j<(n+(2*i-1));j+=2)
        {
            printf("*");
        }
        printf("\n");
    }
    for(i=1;i<=n;i++)
    {
        for(j=1;j<i;j++)
            printf(" ");
        for(j=1;j<=(2*n-(2*i-1));j++)
        {
            printf("*");
        }
        printf("\n");
    }
    return 0;
}
```

30.Heart Star Pattern With Name :

```
#include<stdio.h>
#include<string.h>
int main()
{
    int i,j,n,c,l;
    char word[50];
    printf("Input the word :");
    gets(word);
    printf("Input value of n : ");
    scanf("%d",&n);
    l=strlen(word);
    for(i=1;i<=(n/2);i+=2)
    {
        for(j=1;j<(n/2-i);j+=2)
        {
            printf(" ");
        }
        for(j=1;j<(n+(2*i-1));j+=2)

        {
            printf("*");
        }
        for(j=1;j<=(n-(2*i-1));j+=2)
        {
            printf(" ");
        }
        for(j=1;j<(n+(2*i-1));j+=2)
        {
            printf("*");
        }
        printf("\n");
    }
    for(i=1;i<=n;i++)
    { for(j=1;j<i;j++)
      { printf(" "); }
      if(i==1)
      { for(j=1;j<(2*n-l)/2;j++)
        {printf("*");}
        printf("%s",word);
        for(j=1;j<=(2*n-l)/2;j++)
        {printf("*"); } }
      else
      for(j=1;j<=(2*n-(2*i-1));j++)
      {
          printf("*");
      }
      printf("\n");
    }
    return 0;
}
```

