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

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| 1.Square 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<=n;j++)  {  printf("\*");  }  printf("\n\n");  }  return 0;  } | 2. Hollow Square 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<=n;j++)  {  if(i==1 || i==n || j==1 || j==n)  {  printf("\*");  }  else  printf(" ");  }  printf("\n\n");  }  return 0;  } |
| 3.Hollow Square star pattern with Diagonal  #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;  } | 4. 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++)  {  printf("\*");  }  printf("\n\n");  }  return 0;  } |

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| 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;  } |

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| 9.Hollow 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++)  {  if(j==1 || j==i || i==n)  printf("\*");  else  printf(" ");  }  printf("\n\n");  }  return 0;  } | 10.Mirrored Right Triangle 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<=i;k++)  {  printf("\*");  }  printf("\n\n");  }  return 0;  } |
| 11.Hollow Mirrored Right Triangle 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<=i;k++)  {  if(i==n || k==1 || k==i)  printf("\*");  else printf(" ");  }  printf("\n\n");  }  return 0;  } | 12.Inverted Right Triangle star Pattern :  #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;  } |

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| 13.Hollow Inverted Right Triangle star Pattern  #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;  } | 14.Inverted Mirored Right Triangle Star Pattern:  #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; } |
| 15. Hollow Inverted Mirored Right Triangle Star Pattern :  #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;  } | 16. Pyramid 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<=(2\*i-1);k++)  {  printf("\*");  }  printf("\n\n");  }  return 0;  } |

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| 17.Hollow Pyramid 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<=(2\*i-1);k++)  {  if(i==n || k==1 || k==(2\*i-1))  printf("\*");  else printf(" ");  }  printf("\n\n");  }  return 0;  } | 18.Invarted Pyramid star pattern:  #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;  } |
| 19. Hollow Invarted Pyramid star pattern:  #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;  } | 20.Half Diamond 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");  }  for(i=(n-1);i>=1;i--)  {  for(j=1;j<=i;j++)  {  printf("\*");  }  printf("\n\n");  }  return 0;  } |

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| 21.Mirrored Half Diamond 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<=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;  } | | 22.Diamond 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<=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;  } |
| 23.Hollow Diamond Star Pattern ::  #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(" ");  }  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;  } | | 24.Right Arrow Star  #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("\*");  }  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;  } |
| 25.Left Arrow 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<=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++)  { | | printf("\*");  }  printf("\n\n");  }  return 0;  } |
| 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))  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;  } | printf(" ");  else if(i==1||i==n||i==c||j==1||j==n)  printf("\*");  else  printf(" ");  }  printf("\n\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;  } | |