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**LOOPING MEMBUAT  
SEGITIGA**

# LOOPING MEMBUAT SEGITIGA

suatu proses pengulangan menggunakan FOR dengan hasil bentuk segitiga siku-siku, sama kaki, dan juga bentuk diamond.



# POLA PERTAMA

```
#include<iostream>
using namespace std;
int main(){
    int a;
    cout<<"masukkan jumlah : "<<endl;
    cin>>a;
    cout<<"pola pertama"<<endl;
    for(int i=1; i<=a;i++){
        for(int j=1; j<=i;j++){
            cout<<j;
        }
        cout<<endl;
    }
    return 0;
}
```

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## Pola Kedua

```
cout<<"pola kedua"<<endl;
for(int i=1; i<=a;i++){
    for(int j=a; j>=i;j--){
        cout<<j;
    }
    cout<<endl;
}
```

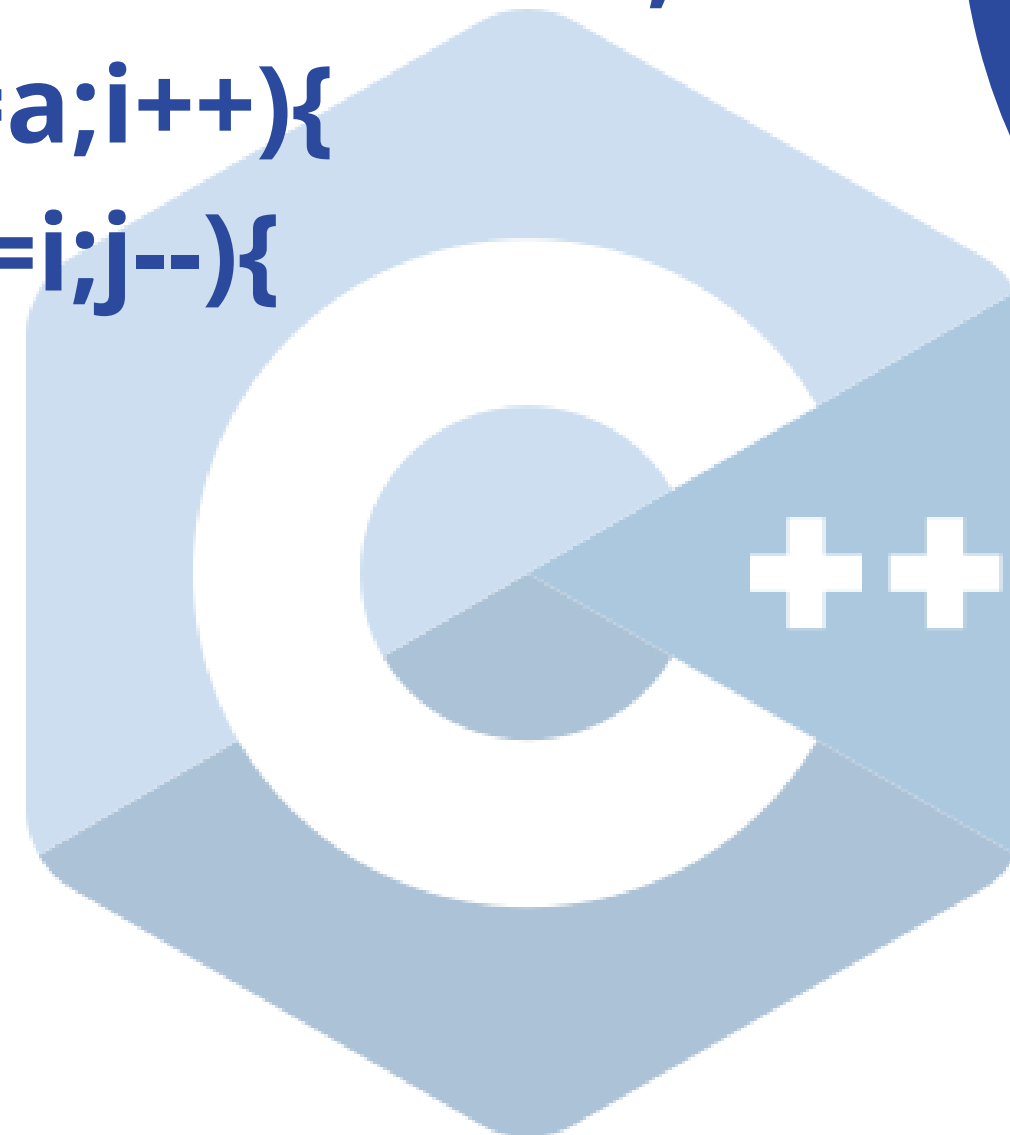
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# Pola Ketiga

```
cout<<"pola ketiga"<<endl;
for(int i=1; i<=a;i++){
    for(int j=1; j<=i;j++){
        cout<<" ";
    }
    for(int k=a;k>=i;k--){
        cout<<k;
    }
    cout<<endl;
}
```

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# Pola Keempat

```
cout<<"pola keempat"
<<endl;
for(int i=1; i<=a;i++){
    for(int j=a; j>i;j--){
        cout<<" ";
    }
    for(int k=1;k<=i;k++){
        cout<<k;
    }
    cout<<endl;
}
```

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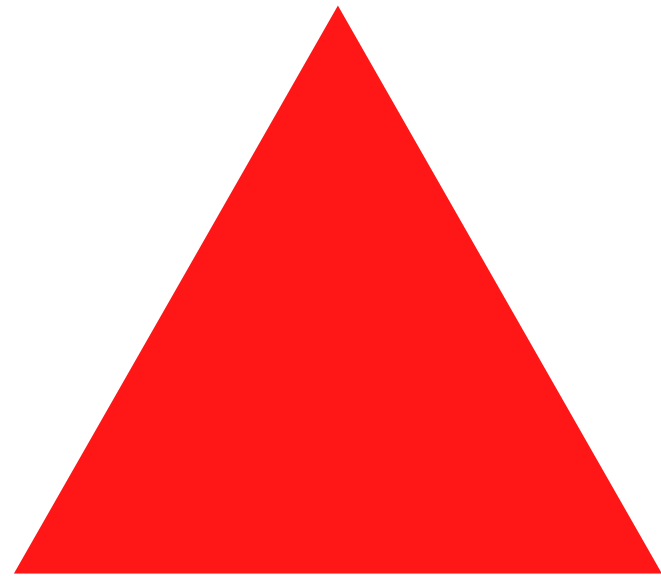
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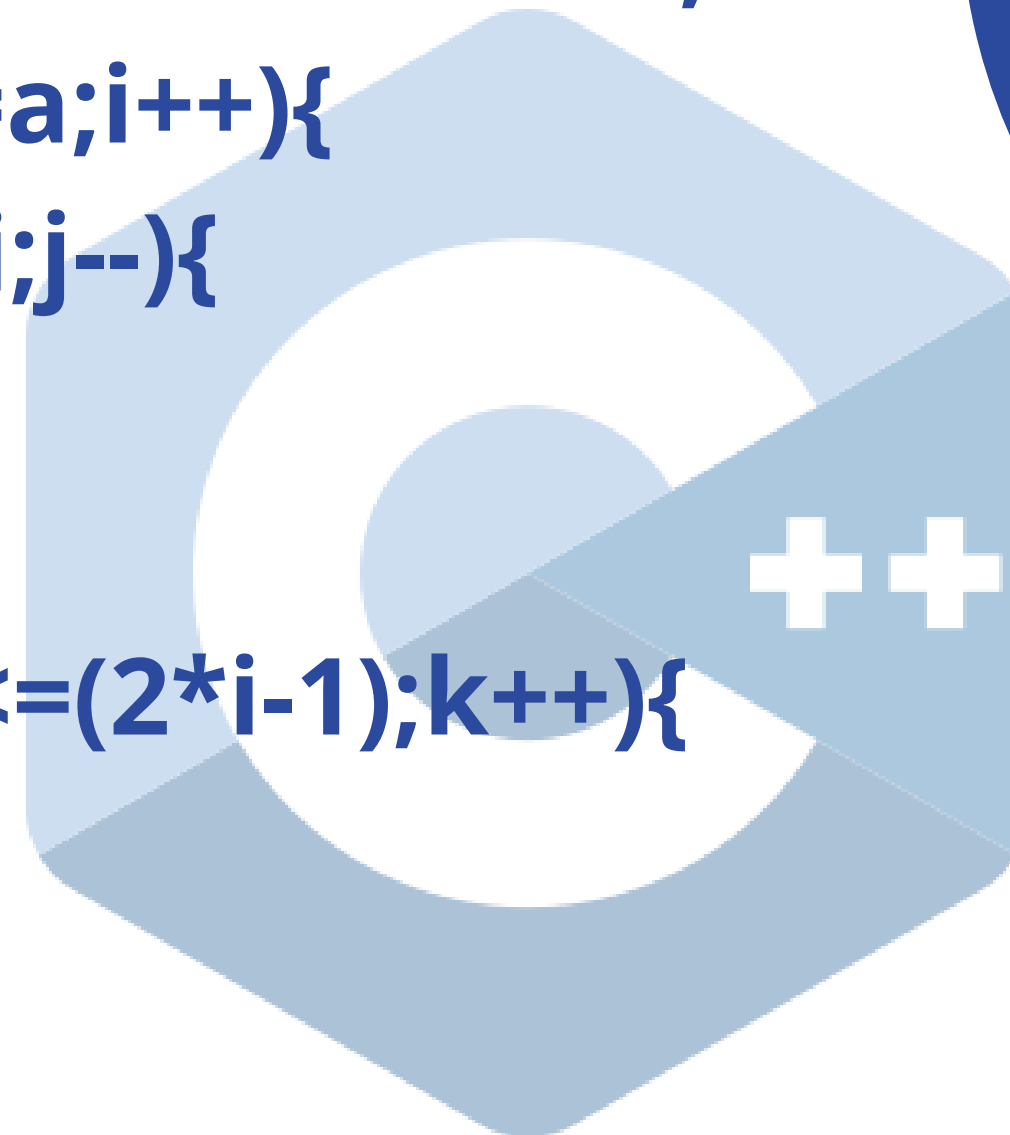
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# Pola Kelima



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```
cout<<"pola kelima"<<endl;  
for(int i=1; i<=a;i++){  
    for(int j=a; j>i;j--){  
        cout<<" ";  
    }  
    for(int k=1;k<=(2*i-1);k++){  
        cout<<k;  
    }  
    cout<<endl;  
}
```



# Pola Keenam

```
cout<<"pola keenam"<<endl;
for(int i=1; i<=a;i++){
    for(int j=1; j<i;j++){
        cout<<" ";
    }
    for(int k=a;k>=(2*i-a);k--){
        cout<<k;
    }
    cout<<endl;
}
```

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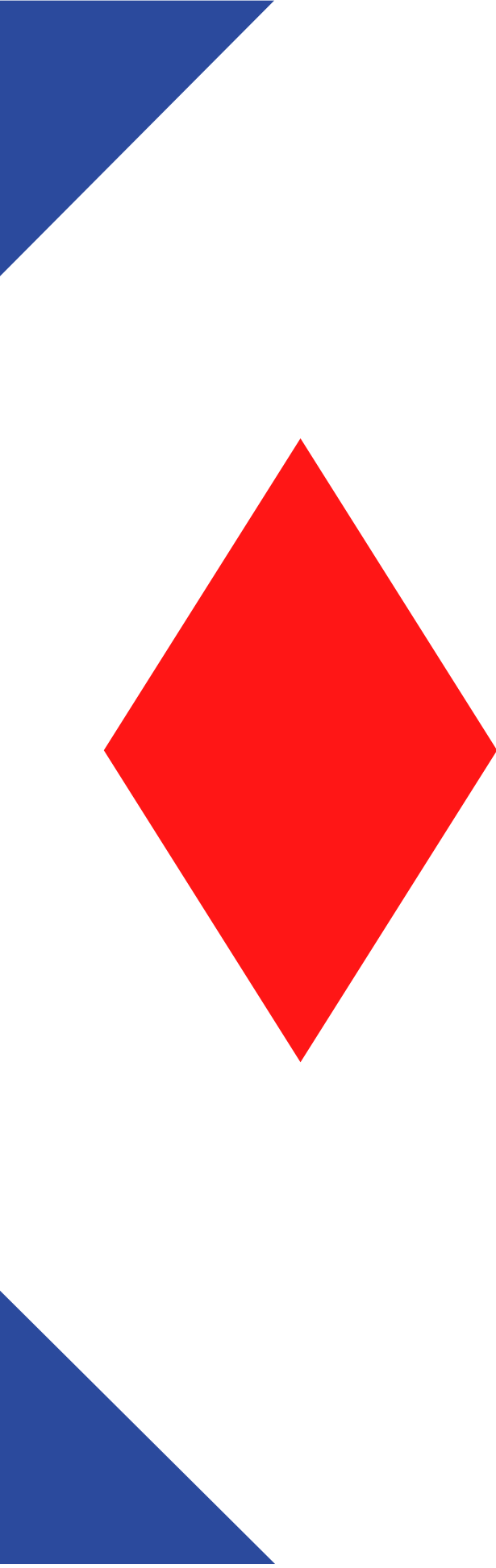
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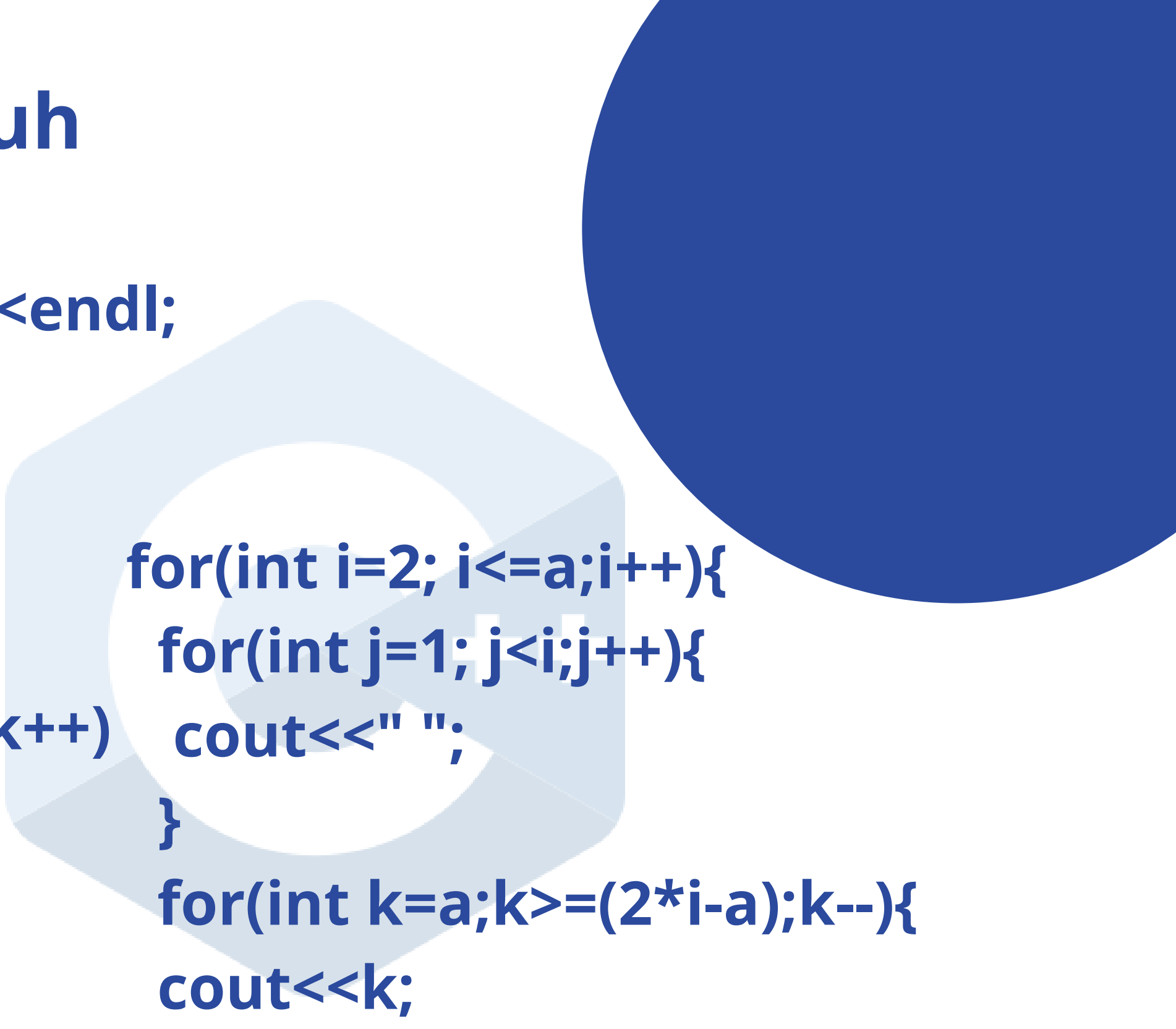
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# Pola Ketujuh



```
cout<<"pola ketujuh"<<endl;
for(int i=1; i<=a;i++){
    for(int j=a; j>i;j--){
        cout<<" ";
    }
    for(int k=1;k<=(2*i-1);k++)
    {
        cout<<k;
    }
    cout<<endl;
}
```



```
for(int i=2; i<=a;i++){
    for(int j=1; j<i;j++){
        cout<<" ";
    }
    for(int k=a;k>=(2*i-a);k--){
        cout<<k;
    }
    cout<<endl;
}
```