

\*\*                      \*\*                      \*\*  
 \*\* ) Patterns - 1 Lecture ( \*\*  
 \*\*                      \*\*                      \*\*

# How to print Patterns?

→ General Idea

!  
 1  
 2  
 3  
 4  
 N=4

x	x	x	x
x	x	x	x
x	x	x	x
x	x	x	x

→ No. of Rows; No. of columns in ith row

→ Generic ith row → No. of columns

N=4  
→ what to print '\*'

↓  
N, i, j

\* i → \*  
 \* i → \* \*  
 \* i → \* \* \*  
 \* i → \* \* \* \*  
 ith row → i columns → \* \* \* \*

#

*	*	*	*
*	*	*	*
*	*	*	*
*	*	*	*

① N Rows

② ith Row → N columns

③ what to print → '\*'

int i=1;

while(i<=n){

int j=1;

while(j<=n){

cout << "x";

j++;

cout << endl;

i++;

}

# Square Pattern  $n$  rows  $\rightarrow$   $n$  columns

$\rightarrow$	<table border="1"><tr><td>1</td><td>1</td><td>1</td><td>1</td></tr><tr><td>2</td><td>2</td><td>2</td><td>2</td></tr><tr><td>3</td><td>3</td><td>3</td><td>3</td></tr><tr><td>4</td><td>4</td><td>4</td><td>4</td></tr></table>	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	$\rightarrow$	<table border="1"><tr><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>1</td><td>2</td><td>3</td><td>4</td></tr></table>	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	$\rightarrow$	<table border="1"><tr><td>4</td><td>3</td><td>2</td><td>1</td></tr><tr><td>4</td><td>3</td><td>2</td><td>1</td></tr><tr><td>4</td><td>3</td><td>2</td><td>1</td></tr><tr><td>4</td><td>3</td><td>2</td><td>1</td></tr></table>	4	3	2	1	4	3	2	1	4	3	2	1	4	3	2	1
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```

{
    int n;
    cin >> n;
    int i = 1;
    while(i <= n) {
        int j = 1;
        while(j <= n) {
            cout << i;
            j++;
        }
        cout << endl;
        i++;
    }
}

```

```

{
    int n;
    cin >> n;
    int i = 1;
    while(i <= n) {
        int j = 1;
        while(j <= n) {
            cout << j;
            j++;
        }
        cout << endl;
        i++;
    }
}

```

```

{
    int n;
    cin >> n;
    int i = 1;
    while(i <= n) {
        int j = 1;
        while(j <= n) {
            cout << n - j + 1;
            j++;
        }
        cout << endl;
        i++;
    }
}

```

# Triangular Patterns

→ 1  
→ 1 2  
→ 1 2 3  
→ 1 2 3 4

→ N Rows  
→ i<sup>th</sup> row → i columns  
→ column no. to print

→ 1  
→ 2 3  
→ 3 4 5  
→ 4 5 6 7

→ N Rows  
→ i<sup>th</sup> row → i columns  
→ ~~print from starting~~  
row no.

→ 1  
→ 2 3  
→ 4 5 6  
→ 7 8 9 10

→ N Rows  
→ i<sup>th</sup> row → i columns  
→ print value taking  
of starting from  
outside the code

```

int n;
cin >> n;
int i = 1;
while(i <= n) {
    int j = 1;
    while(j <= i) {
        cout << j;
        j++;
    }
    cout << endl;
    i++;
}

```

```

int n;
cin >> n;
int i = 1;
while(i <= n) {
    int j = 1; int val = i;
    while(j <= i) {
        cout << val; val++;
        j++;
    }
    cout << endl;
    i++;
}

```

```

int n;
cin >> n;
int i = 1; int val = 1;
while(i <= n) {
    int j = 1;
    while(j <= i) {
        cout << val; val++;
        j++;
    }
    cout << endl;
    i++;
}

```





startChar = 'A' + i - 1;

(2)  $'A' + i - 1;$   
 $'B' + j - 1$   
 $'C' + j - 1$   
 $'D' + j - 1$   
 $'E' + j - 1$

A	B	C	D	E
B	C	D	E	F
C	D	E	F	G
D	E	F	G	H
E	F	G	H	I

→ N Rows

→ i-th Row → N columns

→ For every row, starting point needs to be decided and should be known.

{

int n; cin >> n;

int i = 1;

while(i <= n) {

int j = 1; char start = 'A' + i - 1;

while(j <= n) {

char p = start + j - 1; ~~cout << p;~~

j++; }

cout << endl;

i++;

}

}

END OF TOPIC