

## Week-2

### Patterns:-

1.

```
- - - * ← row 0
- - * * ← row 1
- * * * ← row 2
* * * * ← row 3
```

```
for (
{
```

//space

```
}
```

```
for (
{
```

//star

```
}
```

```
for(int row=0; row<n; row++)
```

```
for(int col=0; col<n-row; col++)
    cout << " ";
```

```
}
```

```
for(int col=0; col<row+1; col++)
```

```
{
```

```
    cout << "* ";
```

```
}
```

```
}
```

## Q. Inverted Full Pyramid

$\leftarrow$  row 0  $\rightarrow$  \* \* \* \*  
 $\leftarrow$  row 1  $\rightarrow$  - \* \* \*  
 $\leftarrow$  row 2  $\rightarrow$  - - \* \*  
 $\leftarrow$  row 3  $\rightarrow$  - - - \*

$n = 4$

outer loop

```
for (int row = 0; row < n; row++) {
```

// space

// star

row = 0

spaces

0

stars

4

row = 1

1

3

row = 2

2

2

row = 3

3

1

= row

n - row

```
for (int row = 0; row < n; row++) {
```

```
    for (int col = 0; col < row; col++) {
        cout << " ";
    }
```

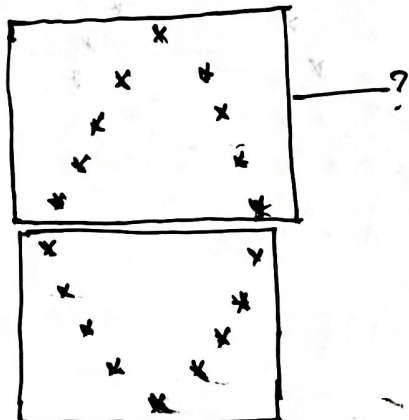
}

```
    for (int col = 0; col < n - row; col++) {
        cout << "*";
    }
```

}

}

Q. Hollow Diamond :-



row 0 →    - - - \*  
 row 1 →    - - \* - \*  
 row 2 →    - \* - - \*  
 row 3 →    \* - - - \*

$n = 4$   
 $n - [1 + row]$   
 space  
 row = 0    3  
 row = 1    2  
 row = 2    1  
 row = 3    0  
 $n - 1 - row$

row → 0    0 1 ch → 1  
 row → 1    1 2 ch → 3  
 row → 2    2 5 ch → 5  
 row → 3    3 7 ch → 7

$2 * row + 1$

character print  
kharne hain

```

for (int row = 0; row < n; row += 1) {
    // spaces
    for (int col = 0; col < n - row - 1; col++) {
        cout << " ";
    }

    // stars
    for (int col = 0; col < 2 * row + 1; col++) {
        // if first character or if last character
        if (col == 0) {
            // first character
            cout << "*";
        }
        if (col == 2 * row) {
            // last character
            cout << "*";
        }
    }
}
    
```

```

    else if
        cout << " ";
    }
}
cout << endl;

```

O/P



```

row 0 * - - - - *
row 1 * - - - *
row 2 * - *
row 3 * *

```

row → 0    0 sp

row → 1    1 sp

row → 2    2 sp

row → 3    3 sp

space = row

row 0 → 7 ch

row 1 → 5 ch

row 2 → 3 ch

row 3 → 1 ch

$2n - 2row - 1$

```

for (int row = 0; row < n; row++) {

```

```

    // spaces
    for (int col = 0; col < row; col++) {

```

```

        cout << " ";
    }

```

```

}

```

```

// start

```

```

for (int col = 0; col < 2 * n - 2 * row - 1; col++) {

```

```

    // if first or last character

```

```

    if (col == 0 || 2 * n - 2 * row - 2) {

```

```

        cout << "* ";
    }

```

```

    else
        cout << " ";
}

```

```

}

```

```

}

```

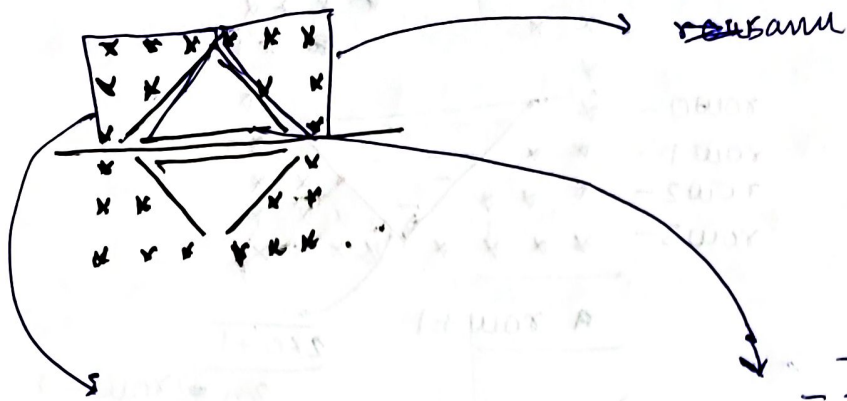
```

}

```



## Flipped solid Diamond :-



row  $\rightarrow 4$

row 1  $\rightarrow 3$

row 2  $\rightarrow 2$

row 3  $\rightarrow 3$

$n - \text{row}$

space  
 $\frac{2 \times \text{row} + 1}{2}$

## For upper part :-

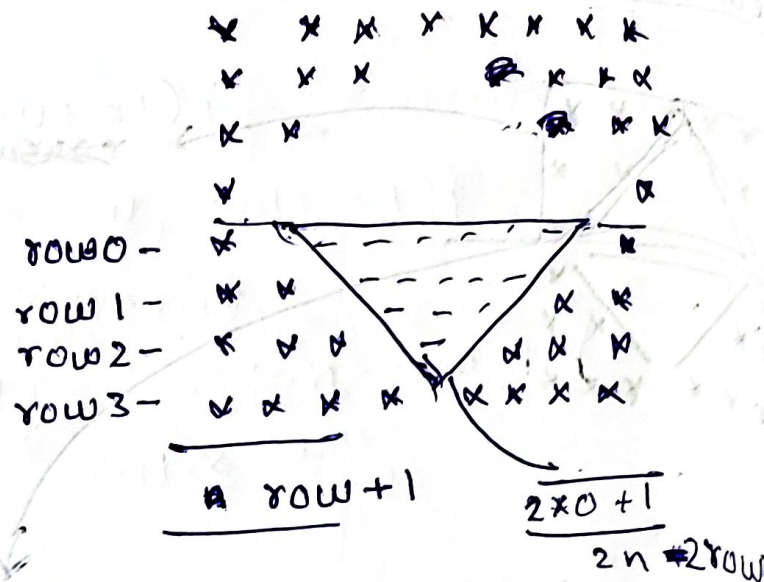
```
for (int row = 0; row < n; row++) {
    // half pyramid 1
    for (int col = 0; col < n - row; col++) {
        cout << " * ";
    }

    // spaces
    for (int col = 0; col < 2 * row + 1; col++) {
        cout << " ";
    }

    // half pyramid 2 (same code) of 1
    for (int col = 0; col < n n - row; col++) {
        cout << " * ";
    }

    cout << endl;
}
```

For lower part



```
for (int row = 0; row < n; row++) {
```

// half pyramid

```
for (int col = 0; col < row + 1; col++) {
```

```
    cout << "x";
```

```
}
```

// space k line

```
for (int col = 0; col < 2 * n - 2 * row - 1; col++) {
```

```
    cout << " ";
```

```
}
```

// half pyramid

```
for (int col = 0; col < row + 1; col++) {
```

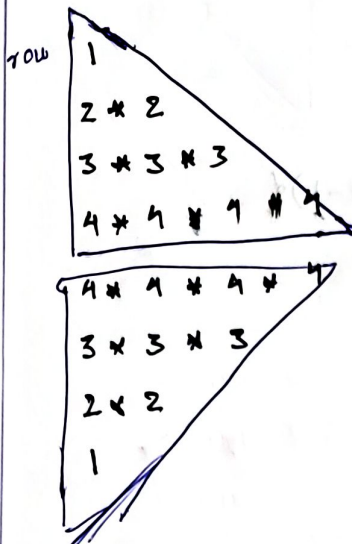
```
    cout << "x";
```

```
}
```

```
    cout << endl;
```

```
}
```

# Fancy pattern n



row 0 → \*  
1 \* \*  
2 \* \* \*  
3 \* \* \* \*

row 0 — 1  
row 1 — 2  
row 2 — 3  
row 3 — 4

row + 1

row + 1 1 2 3

```
for (row = 0; row < n; row += 1) {
    for (col = 0; col < row + 1; col += 1) {
        cout << row + 1;
    }
    cout << endl;
}
```

o/p

```
1
2 2
3 3 3
4 4 4 4
```

```
for (row = 0;
for (int row = 0; row < n; row += 1) {
    for (int col = 0; col < row + 1; col += 1) {
        cout << row + 1;
        if (col != row) {
            cout << " * ";
        }
    }
    cout << endl;
}
```

```
1
2 * 2
3 * 3 * 3
4 * 4 * 4 * 4
```



```

for row
for (int row=0; row<n; row+=1){
    // start
    for (int col=0; col<n-row; col+=1){
        cout << n-row;
        if (col != row n-row-1){
            cout << " ";
        }
    }
    cout << endl;
}

```

Counting  $\longrightarrow$  "m" numbers

1 start  $\longrightarrow$  1, 2, 3, 4, ..., m

0 start  $\longrightarrow$  0, 1, 2, 3, ..., m-1

```

for (int col=0; col < n-row; col++)

```

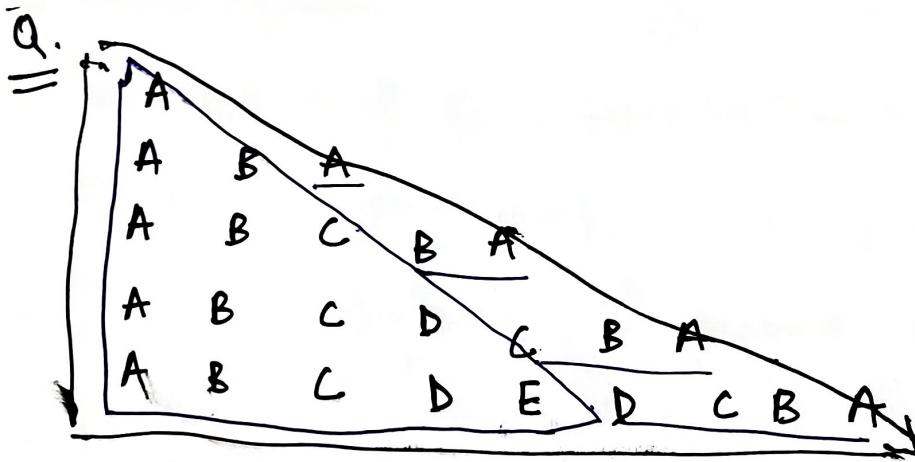
n-row-1  $\longleftarrow$  last number  
hai



11/12

1  
1 2  
1 2 3  
1 2 3 4

```
for(int row=0; row<n; row+=1){
    for(col=0; col<row+1; col+=1){
        cout<< col+1;
    }
    cout<<endl;
}
```



To bhi no. hai use pehle tak aao.

Next page ✓

```
for (int row=0; row<n; row+=1){
```

```
    int col;
```

```
    for (col=0; col<row+1; col+=1){
```

```
        cout << col + 1;
```

```
    }
```

```
    // reverse counting
```

```
    for (int col=row; col>=1; col=col-1){
```

```
        cout << col;
```

```
    }
```

```
    cout << endl;
```

```
}
```

output

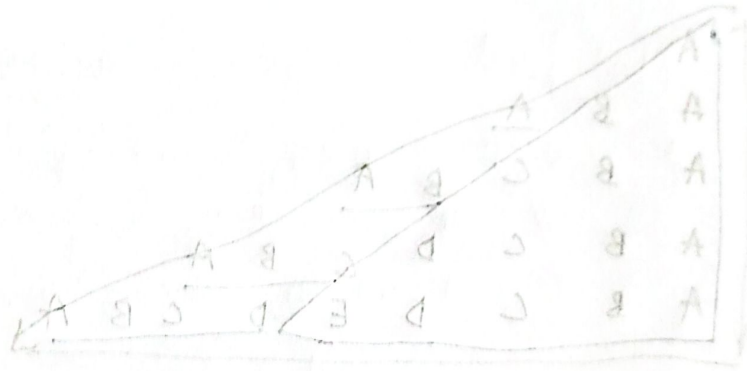
A

1

1 2 1

1 2 3 2 1

1 2 3 4 3 2 1



```
for (int row=0; row<n; row+=1){
```

```
    int col;
```

```
    for (col=0; col<row+1; col+=1){
```

```
        int ans = col + 1;
```

```
        cout << col + 1;
```

```
        char ch = ans + 'A' - 1;
```

```
        cout << ch;
```

```
    }
```

```
    // reverse counting
```

```
    for (int col=row; col>=1; col=col-1){
```

```
        int ans = col;
```

```
        char ch = ans + 'A' - 1;
```

```
        cout << ch;
```

```
    }
```

```
    cout << endl;
```

O/P

A  
A B A  
A B C B A  
A B C D ~~E~~ B A

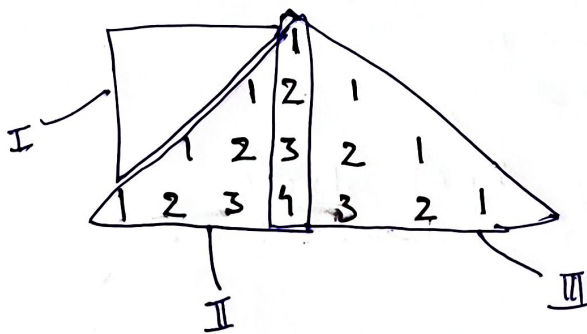
---

H.W

- 1) solid square
- 2) Hollow square
- 3) Inverted half pyramid (Hollow)
- 4) Hollow full pyramid
- 5) Numeric hollow half pyramid + inverted

```
1
| 2
| 3
| 4
1 2 3 4 5
```

6)



7) Pancy.

- 8) Solid Half diamond
- 9) F. Pattern
- 10) F. Pattern
- 11) Floyd's Triangle

12) Pascal's Triangle

13) Butterfly