**Pascal's Triangle**

#include <bits/stdc++.h>

vector<long long int> func(int r) {

long long int ans = 1;

vector<long long int> ansRow;

ansRow.push\_back(1); //inserting the 1st element

//calculate the rest of the elements:

for (int j = 1; j < r; j++) {

ans = ans \* (r - j);

ans = ans / j;

ansRow.push\_back(ans);

}

return ansRow;

}

vector<vector<long long int>> printPascal(int n)

{ vector<vector<long long int>> ans;

//store the entire pascal's triangle:

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

ans.push\_back(func(row));

}

return ans;

}