Input 1:

```
#include <stdio.h>
Void generate_pascals_triangle(int n){
Int triangle [100][100];
For (int i=0; i<n;i++)
{
For (int k=0;k<n-i-1;k++)
{
Print(" ");
For (int j=0; j<=I; j++)
{
If(j == 0 || j == i)
Triangle [i][j]=1;
}
Else
Triangle [i][j]=triangle[i-1][j-1] + triangle [i-1][j];
}
Print("%d", triangle[i][j]);
}
Print("\n")
}
Int main()
{
```

```
Int n=4;
generate_pascals_triangle(n);
return 0;
}
```

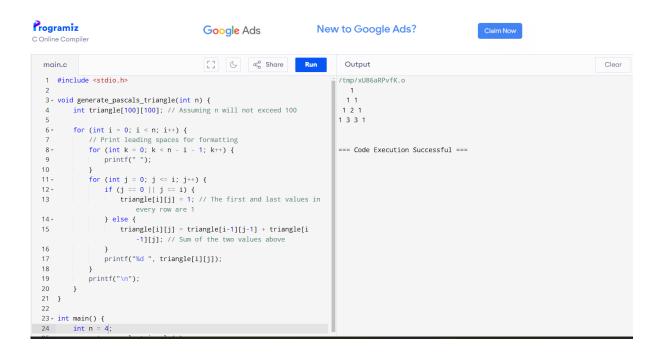
Output:

1

1 1

121

1331



Input 2:

```
#include <stdio.h>
Void generate pascals triangle(int n){
Int triangle [100][100];
For (int i=0; i<n;i++)
{
For (int k=0;k<n-i-1;k++)
Print(" ");
For (int j=0; j<=I; j++)
{
If(j==0 || j==i)
{
Triangle [i][j]=1;
Else
Triangle [i][j]=triangle[i-1][j-1] + triangle [i-1][j];
}
Print("%d", triangle[i][j]);
}
Print("\n")
}
Int main()
```

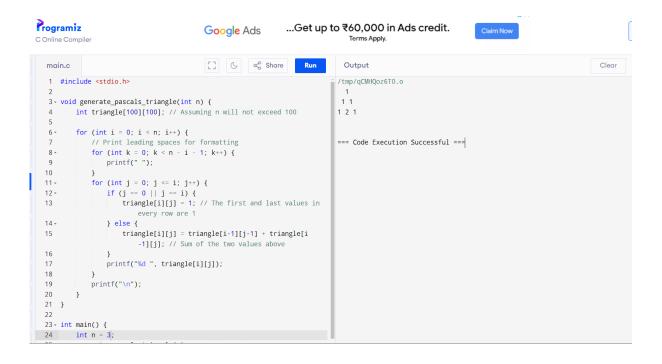
```
Int n=3;
generate_pascals_triangle(n);
return 0;
}
```

Output:

1

1 1

1 2 1



Input 3:

```
#include <stdio.h>
Void generate pascals triangle(int n){
Int triangle [100][100];
For (int i=0; i<n;i++)
{
For (int k=0;k<n-i-1;k++)
Print(" ");
For (int j=0; j<=I; j++)
{
If(j==0 || j==i)
{
Triangle [i][j]=1;
Else
Triangle [i][j]=triangle[i-1][j-1] + triangle [i-1][j];
}
Print("%d", triangle[i][j]);
}
Print("\n")
}
Int main()
```

```
{
Int n=2;
generate_pascals_triangle(n);
return 0;
}
```

Output:

1

1 1

```
Programiz
                                                         Google Ads
                                                          [] ( aco Share Run
       main.c
                                                                                                      Output
                                                                                                                                                                                        Clear
                                                                                                     /tmp/VC4JnYZgbw.o
                                                                                                    1
1 1
       3- void generate_pascals_triangle(int n) {
4    int triangle[100][100]; // Assuming n will not exceed 100
                for (int i = 0; i < n; i++) {
    // Print leading spaces for formatting
    for (int k = 0; k < n - i - 1; k++) {
        printf(" ");
}</pre>
                                                                                                     === Code Execution Successful ===
                    10
      12 ÷
13
       14 -
                              triangle[i][j] = triangle[i-1][j-1] + triangle[i
-1][j]; // Sum of the two values above
      15
      16
17
                          printf("%d ", triangle[i][j]);
      18
                     printf("\n");
       19
      20 21 }
23 - int main() {
24 int n = 2;
```