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;

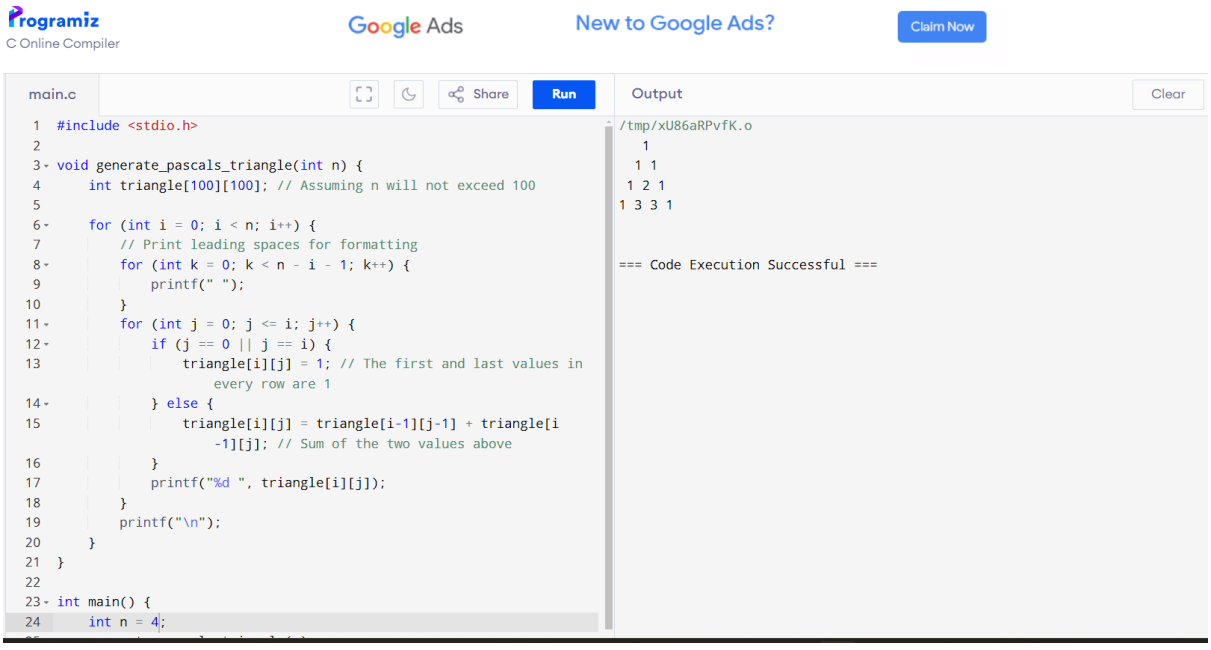
generate_pascals_triangle(n);

return 0;

}

Output:

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



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;

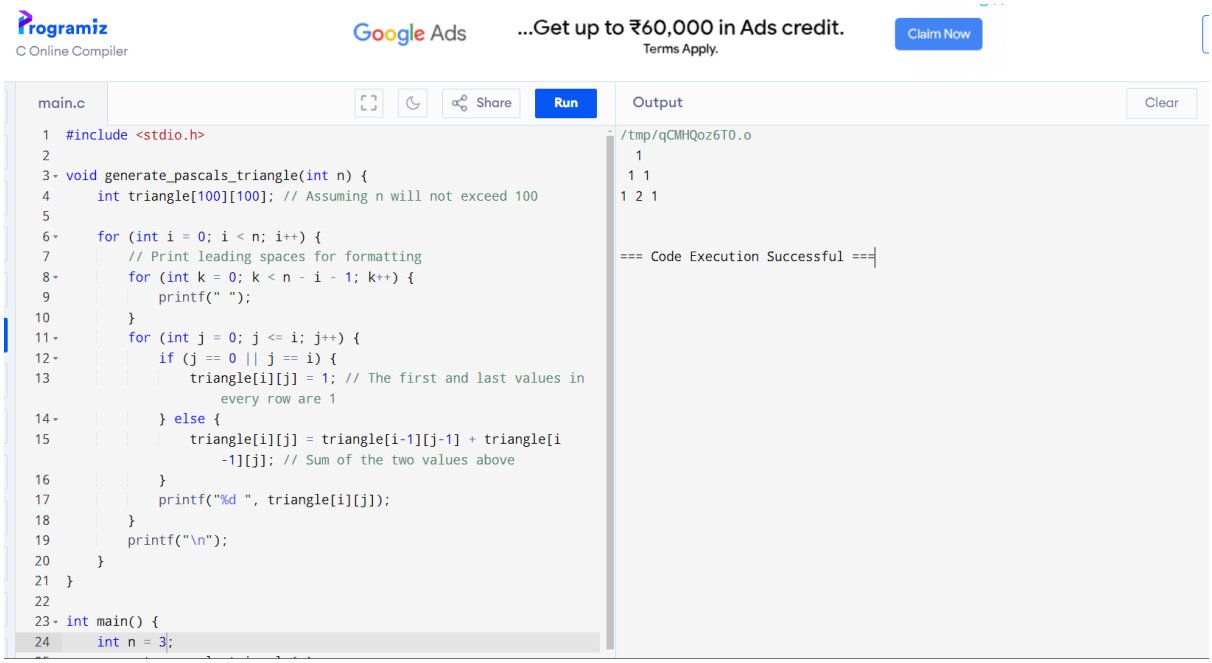
}

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