

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

```



Programiz

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Output

Clear

```

1 #include <stdio.h>
2
3- void generate_pascals_triangle(int n) {
4     int triangle[100][100]; // Assuming n will not exceed 100
5
6-     for (int i = 0; i < n; i++) {
7         // Print leading spaces for formatting
8-         for (int k = 0; k < n - i - 1; k++) {
9             printf(" ");
10        }
11-        for (int j = 0; j <= i; j++) {
12-            if (j == 0 || j == i) {
13                triangle[i][j] = 1; // The first and last values in
                                     every row are 1
14-            } else {
15                triangle[i][j] = triangle[i-1][j-1] + triangle[i-1][j]; // Sum of the two values above
16            }
17            printf("%d ", triangle[i][j]);
18        }
19        printf("\n");
20    }
21 }
22
23- int main() {
24     int n = 4;

```

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```

1
1 1
1 2 1
1 3 3 1

=== Code Execution Successful ===

```

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




```


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```

1 #include <stdio.h>
2
3- void generate_pascals_triangle(int n) {
4     int triangle[100][100]; // Assuming n will not exceed 100
5
6-     for (int i = 0; i < n; i++) {
7         // Print leading spaces for formatting
8-         for (int k = 0; k < n - i - 1; k++) {
9             printf(" ");
10        }
11-        for (int j = 0; j <= i; j++) {
12-            if (j == 0 || j == i) {
13                triangle[i][j] = 1; // The first and last values in
                                     // every row are 1
14-            } else {
15                triangle[i][j] = triangle[i-1][j-1] + triangle[i-1][j]; // Sum of the two values above
16            }
17            printf("%d ", triangle[i][j]);
18        }
19        printf("\n");
20    }
21 }
22
23- int main() {
24     int n = 3;

```

Output

/tmp/qCMHQz6T0.o

```

1
1 1
1 2 1

```

=== Code Execution Successful ===

Clear

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

```


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Output

Clear

```

1 #include <stdio.h>
2
3 void generate_pascals_triangle(int n) {
4     int triangle[100][100]; // Assuming n will not exceed 100
5
6     for (int i = 0; i < n; i++) {
7         // Print leading spaces for formatting
8         for (int k = 0; k < n - i - 1; k++) {
9             printf(" ");
10        }
11        for (int j = 0; j <= i; j++) {
12            if (j == 0 || j == i) {
13                triangle[i][j] = 1; // The first and last values in
                                     // every row are 1
14            } else {
15                triangle[i][j] = triangle[i-1][j-1] + triangle[i-1][j]; // Sum of the two values above
16            }
17            printf("%d ", triangle[i][j]);
18        }
19        printf("\n");
20    }
21 }
22
23 int main() {
24     int n = 2;

```

```

/tmp/VC4JnYZgbw.o
1
1 1

=== Code Execution Successful ===

```