

## ASSIGNMENT-2

1. Write a program to print the following pattern.

1  
2\* 2  
3\* 3\* 3  
4\* 4\* 4\* 4

```
#include <stdio.h>
```

```
int main() {
```

```
    int i, j, rows;
```

```
    printf("Enter the number of rows: ");
```

```
    scanf("%d", &rows);
```

```
    for (i=1; i<=rows; ++i)
```

```
    {
```

```
        for (j=1; j<=i; ++j)
```

```
        {
```

```
            printf("%d", i);
```

```
        }
```

```
        printf("\n");
```

```
    } return 0;
```

② Write a program to print the following pattern

~~1  
0 1  
1 0 1  
0 1 0 1  
1 0 1 0 1~~

1  
0 1  
1 0 1  
0 1 0 1  
1 0 1 0 1

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int i, j, n;
```

```
clrscr();
```

```
printf("Enter the value of n:");
```

```
scanf("%d", &n);
```

```
for (i = 0; i <= n; i++)
```

```
{
```

```
for (j = 1; j <= i; j++)
```

```
{
```

```
for (k = 0; k <= i-j; k++)
```

```
{
```

```
printf("1+0");
```

```
}
```

```
else
```

```
{  
    printf ("lt 1");  
}  
  
}  
printf ("ln");  
  
}  
getch();  
  
}
```

3. An array is a collection of elements of similar data types whereas the pointer is a variable that stores the address of another variable. An array size decides the number of variables it can store whereas, a pointer variable can store the address of only one variable in it.