Logic Building Assignment: 20

Create separate visual Studio project for each problem statement separately.

```
Input:
          iRow = 4
                          iCol = 4
Output:
               6
                          8
          9
                     2
               1
                          3
               5
                          7
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
     // Logic
}
int main()
     int iValue1 = 0, iValue2 = 0;
     printf("Enter number of rows and columns");
     scanf("%d %d",&iValue1, &iValue2);
     Pattern(iValue1, iValue2);
     return 0;
}
```

```
Input:
          iRow = 4
                          iCol = 4
          2
Output:
                               10
          1
                3
                     5
                          7
                               9
          2
                               10
                4
                     6
                          8
          1
                     5
                3
                               9
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
{
     // Logic
}
int main()
{
     int iValue1 = 0, iValue2 = 0;
     printf("Enter number of rows and columns");
     scanf("%d %d",&iValue1, &iValue2);
     Pattern(iValue1, iValue2);
     return 0;
}
```

```
Input:
           iRow = 5
                             iCol = 5
                       c
3
Output: a
                  2
                                   5
            1
                             4
                       c
3
            a
                  b
                             d
                                   e
                  2
                                   5
            1
                             4
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
{
      // Logic
}
int main() /
{
      int iValue1 = 0, iValue2 = 0;
     printf("Enter number of rows and columns");
scanf("%d %d",&iValue1, &iValue2);
      Pattern(iValue1, iValue2);
      return 0;
}
```

```
iRow = 5
                            iCol = 5
Input:
                                  5
-5
Output:
           1
                 2
                       3
           -1
                 -2
                       -3
                             -4
            1
                 2
                       3
                             4
                                   5
           -1
               -2
                      -3 -4
                                  -5
                                   5
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
{
     // Logic
}
int main() /
     int iValue1 = 0, iValue2 = 0;
     printf("Enter number of rows and columns");
scanf("%d %d",&iValue1, &iValue2);
      Pattern(iValue1, iValue2);
     return 0;
}
```

```
Input:
          iRow = 4
                         iCol = 4
Output:
                         4
          2
               3
                    4
                         5
                          67
          3
               4
                    5
               5
                    6
          4
Program Layout:
#include<stdio.h>
void Pattern(int iRow, int iCol)
     // Logic
}
int main()
{
     int iValue1 = 0, iValue2 = 0;
     printf("Enter number of rows and columns");
     scanf("%d %d",&iValue1, &iValue2);
     Pattern(iValue1, iValue2);
     return 0;
}
```