Logic Building Assignment : 19

Create separate visual Studio project for each problem statement separately.

1. Accept number of rows and number of columns from user and display below pattern.

Input : iRow = 4 iCol = 4

Output : A B C D
A B C D
A B C D
A B C D

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;
}
```

2. Accept number of rows and number of columns from user and display below pattern.

Input : iRow = 4 iCol = 4

Output :
```
A B C D
a b c d
A B C D
a b c d
```

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;
}
```

3. Accept number of rows and number of columns from user and display below pattern.

Input : iRow = 3 iCol = 5

Output :
```
A A A A A
B B B B B
C C C C C
```

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;
}
```

4. Accept number of rows and number of columns from user and display below pattern.

Input : iRow = 4 iCol = 5

Output :
```
4   4   4   4   4
3   3   3   3   3
2   2   2   2   2
1   1   1   1   1
```

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;
}
```

5. Accept number of rows and number of columns from user and display below pattern.

Input : iRow = 3 iCol = 4

Output :
```
1   2   3   4
5   6   7   8
9   10  11  12
```

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;
}
```