Logic Building Assignment: 18

Create separate visual Studio project for each problem statement separately.

```
Input:
          iRow = 4
                          iCol = 3
Output:
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;
}
```

```
iCol = 3
Input:
          iRow = 4
Output:
                     3
                     3
                2
          1
                2
                     3
                2
                     3
          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;
}
```

```
iCol = 5
Input:
            iRow = 3
Output:
            5
                        3
                              2
                                    1
            5
                        3
                              2
                                    1
            5
                        3
                              2
                                    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;
}
```

```
Input:
            iRow = 3
                              iCol = 4
Output:
                               #
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 = 3
                          iCol = 4
Output:
          1
                     1
                          1
               1
          2
                     2
                          2
               2
                          3
          3
               3
                    3
          4
               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;
}
```