Logic Building Assignment: 23

Create separate visual Studio project for each problem statement separately.

 ${\bf 1.} \ \, {\bf Accept \ number \ of \ columns \ from \ user \ and \ display \ below \ pattern.}$

```
Input:
           iRow = 4
                            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 = 6
                            iCol = 6
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 = 6
                                  iCol = 6
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 = 4
Input:
           iRow = 4
Output:
                 2
                       3
                                   5
                                   5
5
5
5
                 2
            1
            1
                       3
            1
                 2
                       3
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;
}
```