Logic Building Assignment : 22

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 :
```
*
*   *
*   *   *
*   *   *   *
```

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 :
```
* * * *
* * *
* *
*
```

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 = 5 iCol = 5

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;
}
```

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

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;
}
```

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

Input : iRow = 4 iCol = 4

Output :
```
1 2 3 4
  2 3 4
    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;
}
```