

Logic Building Assignment : 11

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 = 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;
}
```

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

Input : iRow = 4 iCol = 3

Output : 1 2 3
 1 2 3
 1 2 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;
```

```
}
```

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

Input : iRow = 3 iCol = 5

Output : 5 4 3 2 1
 5 4 3 2 1
 5 4 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;
}
```

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

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;
}
```

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

Input : iRow = 3 iCol = 4

Output :

1	1	1	1
2	2	2	2
3	3	3	3
4	4	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;  
}
```