

### Logic Building Assignment: 15

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:
                             iCol = 4
           iRow = 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:
                             iCol = 4
           iRow = 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 = 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;
}
```



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

}