Example 01

Print a Half Pyramid Pattern:

```c
#include <stdio.h>

int main()
{
int row = 5; // Change this for different heights
for (int i = 1; i <= row; i++)
{
        for (int j = 1; j <= i; j++)
        {
                printf("* ");
        }
        printf("\n");
}

return 0;
}
```

Example 02

Print a Triangle Pattern:

```c
#include <stdio.h>
int main() {
   int rows = 5; // Change this for different row count

   for (int i = 1; i <= rows; i++) {
     for (int j = 1; j <= i; j++) {
        printf("%d ", j);
```

```
        }
        printf("\n");
    }


    return 0;
}
```

Example 03

Print a Triangle pattern :

```
#include <stdio.h>
int main() {
    int rows = 5;
    int number = 1;


    for (int i = 1; i <= rows; i++) {
        for (int j = 1; j <= i; j++) {
            printf("%d ", number);
            number++;
        }
        printf("\n");
    }


    return 0;
}
```