

3. Pyramid with an asterisk:

```
#include <stdio.h>

int main(void) {
    int rows = 5;

    for (int i = 1; i <= rows; i++) {

        for (int sp = 0; sp < rows - i; sp++) {
            printf(" ");
        }

        for (int j = 0; j < i; j++) {
            printf("* ");
        }

        printf("\n");
    }

    return 0;
}
```

4. Pyramid using the alphabet:

```
#include <stdio.h>
int main(void) {
    int rows, i, j, space;
    printf("Enter the number of rows (max 26): ");
    scanf("%d", &rows);
    if (rows < 1 || rows > 26) {
        printf("Invalid input. Rows must be between 1 and 26.\n");
        return 1;
    }

    for (i = 1; i <= rows; i++) {

        for (space = 1; space <= rows - i; space++) {
            printf(" ");
        }

        for (j = 1; j <= i; j++) {
            printf("%c ", 'A' + j - 1);
        }

        for (j = i - 1; j >= 1; j--) {
```

```
printf("%c ", 'A' + j - 1);
}
```

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

```
return 0;
}
```