

# CPP Problem Design Example

**Subject:** Pattern Output

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**Main testing concept:** 基本文字輸出

## Basics

- ☒ C++ BASICS
- ☐ FLOW OF CONTROL
- ☐ FUNCTION BASICS
- ☐ PARAMETERS AND OVERLOADING
- ☐ ARRAYS
- ☐ STRUCTURES AND CLASSES
- ☐ CONSTRUCTORS AND OTHER TOOLS
- ☐ OPERATOR OVERLOADING, FRIENDS, AND REFERENCES
- ☐ STRINGS
- ☐ POINTERS AND DYNAMIC ARRAYS

## Functions

- ☐ SEPARATE COMPILATION AND NAMESPACES
- ☐ STREAMS AND FILE I/O
- ☐ RECURSION
- ☐ INHERITANCE
- ☐ POLYMORPHISM AND VIRTUAL FUNCTIONS
- ☐ TEMPLATES
- ☐ LINKED DATA STRUCTURES
- ☐ EXCEPTION HANDLING
- ☐ STANDARD TEMPLATE LIBRARY
- ☐ PATTERNS AND UML

## Description:

Write a program to display the following “\*” pattern on the screen.

## Input:

None.

## Output:

Display the following “\*” pattern on the screen.

## Sample Input / Output :

Sample Input	Sample Output
	* * * * * * * *

- ☒ Easy, Only basic programming syntax and structure are required.
- ☐ Medium, Multiple programming grammars and structures are required.
- ☐ Hard, Need to use multiple program structures or complex data types.

## Expected solving time:

5 minutes

## Other notes:

cout