OSA Patters sovore Pattern we will be using the 1=4 rested loops. 1234 1) Outer 100ps will fur a 1234 1234 lives nears it will count 1234 the number of lines. 2) Inner loop will decide what XXXX to plint in a single low. for (i=1; 1C=n; i++) { for (int) = 1; je= 1: j++)} cout ce j; 3 cout-werds Outer loop will revair some for (int j=1; j c=n: j++){ cout cc " \*" In general, 100PS when ior j= 1 when 10/ j= 0 chracters Outer 100p will remain some AGCD ABCD Inver 100P for (j=0; jcr; j+1, ABCD out a ch ABCD Ch++; 3

for (i=0; icn: j++) {
 for (j=1; i+1; j++) coutacy; 1234 Reverse Triangle for ( i=0 to icn : j++) } fo() = i+1: jp0; j--) ξ cout ω; 4321 Flogd's triangle for (120; icn; i+4)} Cout cc num; 456 789 10 NUN It; CBA Inverted Triangle Potterns for (i=0; icn: 1+4) roy spice non 9 4 3 for (j=0;j<1;j+1){ AAAN For ( )20 i) cn-1 i) H

1,2,3 =3 for(i=0; icn; i+t) {

1,5,6

7,8,9

Cout con: worth ABC DEF N=3 end! Triangle Pattern Outer 100p Open-11 for (i=0; icr: i+1)8 INES 100P (i+1) stors 2 to it (it1) 0 to i (it1) 0 1 (141) 1 22(i+1) for (intj=0; j citl: jty 2 3 3 3(141) for (i=0; icr: i+1)} for ()=0; jeit1; 14)} cool co(i+1)i cout ccerdo,

for (i=0; icr; it)
spaces Pyramid numl 1 to it Hollow Diamonel Paller i=Otoi for (i=o; icn; it+) {