

# DSA

## Patterns

### Square Pattern

$n=4$

1 2 3 4

1 2 3 4

1 2 3 4

1 2 3 4

xxxx  
xxxx  
xxxx

We will be using the nested loops.

① Outer loops will run  $n$  times means it will count the number of lines.

② Inner loop will decide what to print in a single row.

```
for (i = 1; i <= n; i++) {  
    for (int j = 1; j <= n; j++) {  
        cout << j;  
    }  
    cout << endl;  
}
```

Outer loop will remain same.

```
for (int j = 1; j <= n; j++) {  
    cout << "H"  
}
```

In general, loops

when  $i$  or  $j = 1$

1 to  $n$

when  $i$  or  $j = 0$

0 to  $n-1$  /  $< n$

In characters

char chr = 'A'

A B C D

A B C D

A B C D

A B C D

Outer loop will remain same

Inner loop

```
for (j = 0; j < n; j++) {
```

cout << chr

chr++; }

Out of outer loop  
 num = 1 - for no keeping it reset

1,2,3 n=3  
 4,5,6 for(i=0; i<n; i++) {  
 7,8,9 for(j=0; j<n; j++) {  
 cout << num;  
 num++  
 }  
 endl;  
 }  
 }  
 }  
 }  
 }  
 }

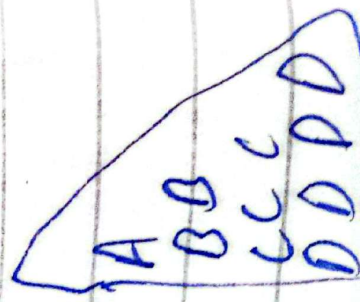
ABC  
 DEF n=3  
 GHI  
 }  
 }

Triangle Pattern Outer loop open/closed  
 for(i=0; i<n; i++) {

0 # Inner loop  
 1 x x (i+1) stars  
 2 x x x 1 to i+1 (i+1)  
 3 x x x x 0 to i (i+1)

0 1 (i+1)  
 1 2 2 (i+1)  
 2 3 3 3 (i+1)  
 3 4 4 4 4 (i+1)  
 for(i=0; i<n; i++) {  
 for(j=0; j<i+1; j++) {  
 cout << " ";  
 }  
 endl;  
 }

for(i=0; i<n; i++) {  
 for(j=0; j<i+1; j++) {  
 cout << (i+1);  
 }  
 cout << endl;  
 }





```

1
1 2
1 2 3
1 2 3 4
for (i=0; i<n; i++) {
    for (j=1; j<=i; j++)
        cout<<" ";
}

```

### Reverse Triangle

```

1
2 1
3 2 1
4 3 2 1
for (i=0 to i<n; i++) {
    for (j=i; j>0; j--) {
        cout<<" ";
    }
}

```

### Floyd's Triangle

```

1
2 3
4 5 6
7 8 9 10
int num=1;
for (i=0; i<n; i++) {
    for (j=0 to i; j++)
        cout<<num;
    num++;
}
}

```

A

B C

D E F

G H I J

A

B A

C B A

D C B A

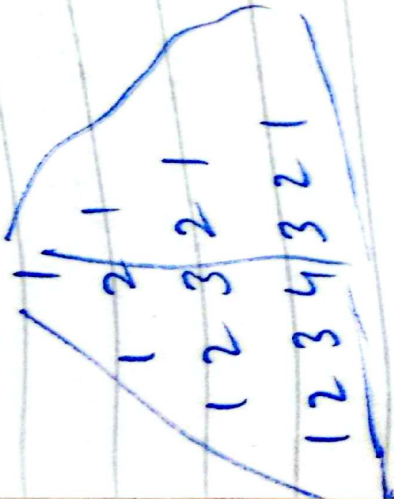
### Inverted Triangle Pattern :-

```

1 1 1 1
2 2 2
3 3 3
4
row
for (i=0; i<n; i++) {
    for (j=0; j<=i; j++) {
        cout<<" ";
    }
    for (j=0; j<=i; j++)
        cout<<" ";
}

```

Pyramid



for (i=0; i<n; i++)  
spaces

n-i-1

num1

1 to i+1

num2 j=0 to i

Hollow Diamond Pattern

(i times)

for (i=0; i<n; i++) {

spaces (n-i-1) times

cout << " ";

spaces 2\*i-1

if (i!=0) {

cout << " ";

n n n

x x x

x x B

n