

1) \*  
\* \*  
\* \* \*  
\* \* \* \*  
\* \* \* \* \*

---

2) \*  
\* \*  
\* \* \*  
\* \* \* \*  
\* \* \* \* \*

---

3) \* \* \* \* \*  
\* \* \* \*  
\* \* \*  
\* \*  
\*

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4) \* \* \* \* \*  
\* \* \* \*  
\* \* \*  
\* \*  
\*

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5) \*  
\* \* \*  
\* \* \* \* \*  
\* \* \* \* \* \*  
\* \* \* \* \* \* \* \*

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6) \* \* \* \* \* \* \* \*  
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\* \* \* \* \*  
\* \* \*  
\*

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7)  
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\* \* \* \* \* \* \*  
\* \* \* \* \*  
\* \* \*  
\*

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8) \* \* \* \* \*  
\* \*  
\* \*  
\* \*  
\* \* \* \* \*

9)

```
*  
* *  
* *  
* *  
* * * * *
```

---

10)

```
      *  
    * *  
  * *  
* * * * * * *  


---


```

11)

```
1  
1 2  
1 2 3  
1 2 3 4  
1 2 3 4 5  


---


```

12)

```
1 2 3 4 5  
1 2 3 4  
1 2 3  
1 2  
1  


---


```

13)

```
1  
2 3  
4 5 6  
7 8 9 10  
11 12 13 14 15  


---


```

14)

```
      1  
    1   1  
  1   2   1  
1   3   3   1  
1   4   6   4   1  


---


```

15)

\* \* \* \* \* \* \* \* \*  
\* \* \* \* \* \* \* \*  
\* \* \* \* \* \*  
\* \* \*  
\*  
\* \* \*  
\* \* \* \*  
\* \* \* \* \* \*  
\* \* \* \* \* \* \* \*

---

16)

1  
2 2  
3 3 3  
4 4 4 4  
5 5 5 5 5

---

17)

1  
0 1  
1 0 1  
0 1 0 1  
1 0 1 0 1

---

18)

\*  
\* \*  
\* \* \*  
\* \* \* \*  
\* \* \* \* \*  
\* \* \* \*  
\* \* \*  
\* \*  
\*

---

19)

\*  
\* \*  
\* \* \*  
\* \* \* \*  
\* \* \* \* \*  
\* \* \* \*  
\* \* \*  
\* \*  
\*

---

20)

A  
B C  
D E F  
G H I J  
K L M N O

21)      A  
          B B  
          C C C  
          D D D D  
          E E E E E

---

22)      A  
          B B  
          C C C  
          D D D D  
          E E E E E

---

23)      A B C D E  
          A B C D  
          A B C  
          A B  
          A

---

24)      1  
          1 2 1  
          1 2 3 2 1  
          1 2 3 4 3 2 1  
1 2 3 4 5 4 3 2 1

---

25)      A  
          ABC  
          ABCDE  
          ABCDEFG  
ABCDEFGHI  
          ABCDEFG  
          ABCDE  
          ABC  
          A

## 1. Right-Angled Triangle of Stars

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= i; j++) {
            printf("* ");
        }
        printf("\n");
    }
}
```

### **Input:**

Enter the number of rows: 5

### **Output:**

```
*
```

```
* *
```

```
* * *
```

```
* * * *
```

```
* * * * *
```

## 2. Right-Angled Triangle of Stars (Right Aligned)

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= n - i; j++) {
            printf(" "); // Print spaces for alignment
        }
        for(j = 1; j <= i; j++) {
            printf("*"); // Print stars
        }
        printf("\n");
    }
}
```

Enter the number of rows: 5

```

*
**
***
****
*****
```

### 3. Inverted Right-Angled Triangle of Stars

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = n; i >= 1; i--) {
        for(j = 1; j <= i; j++) {
            printf("* ");
        }
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
* * * * *
* * *
* *
* 
*
```

#### 4. Right-Aligned Inverted Right-Angled Triangle of Stars

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = n; i >= 1; i--) {
        for(j = 1; j <= n - i; j++) {
            printf(" "); // Print spaces for right alignment
        }
        for(j = 1; j <= i; j++) {
            printf("*"); // Print stars
        }
        printf("\n");
    }
}
```

Enter the number of rows: 5

```
*****
****
 ***
 **
 *
```

## 5. Pyramid Pattern of Stars

```
void main() {
    int i, j, n, space;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(space = 1; space <= n - i; space++)
            printf("   ");
        for(j = 1; j <= (2 * i - 1); j++)
            printf("*   ");
        printf("\n");
    }
}
```

### **Input:**

Enter the number of rows: 5

### **Output:**

```
*  
* * *  
* * * * *  
* * * * * * *  
* * * * * * * *
```

## 6. Inverted Pyramid of Stars

```
void main() {
    int i, j, n, space;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = n; i >= 1; i--) {
        for(space = 1; space <= n - i; space++)
            printf("   ");
        for(j = 1; j <= (2 * i - 1); j++)
            printf("*   ");
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
* * * * * * * *
* * * * * *
* * * *
* *
*
```

## 7. Diamond Pattern

```
void main() {
    int i, j, space, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(space = 1; space <= n - i; space++)
            printf(" ");
        for(j = 1; j <= (2 * i - 1); j++)
            printf("*");
        printf("\n");
    }
    for(i = n - 1; i >= 1; i--) {
        for(space = 1; space <= n - i; space++)
            printf(" ");
        for(j = 1; j <= (2 * i - 1); j++)
            printf("*");
        printf("\n");
    }
}
```

### Input:

Enter the number of rows: 5

### Output:

```

*
***
*****
*****
*****
*****
*****
*****
*
```

## 8. Hollow Square Pattern

```
void main() {
    int i, j, n;
    printf("Enter the side length of the square: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= n; j++) {
            if(i == 1 || i == n || j == 1 || j == n)
                printf("* ");
            else
                printf("  ");
        }
        printf("\n");
    }
}
```

**Input:**

Enter the side length of the square: 5

**Output:**

```
* * * * *
*         *
*         *
*         *
* * * * *
```

## 9. Hollow Triangle Pattern

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= i; j++) {
            if(i == n || j == 1 || j == i)
                printf("* ");
            else
                printf("  ");
        }
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
*
```

```
* *
```

```
*   *
```

```
*     *
```

```
* * * * *
```

## 10. Right-Angled Number Triangle

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= i; j++) {
            printf("%d ", j);
        }
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
```

## 11. Inverted Right-Angled Number Triangle

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = n; i >= 1; i--) {
        for(j = 1; j <= i; j++) {
            printf("%d ", j);
        }
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
1 2 3 4 5
1 2 3 4
1 2 3
1 2
1
```

## 12. Floyd's Triangle

```
void main() {
    int i, j, n, num = 1;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= i; j++) {
            printf("%d ", num);
            num++;
        }
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
1
2 3
4 5 6
7 8 9 10
11 12 13 14 15
```

### 13. Pascal's Triangle

```
void main() {
    int n, i, j, space, num = 1;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 0; i < n; i++) {
        for(space = 1; space <= n - i; space++)
            printf("   ");
        for(j = 0; j <= i; j++) {
            if (j == 0 || i == 0)
                num = 1;
            else
                num = num * (i - j + 1) / j;
            printf("%4d", num);
        }
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
      1
     1   1
    1   2   1
   1   3   3   1
  1   4   6   4   1
```

## 14. Sandglass Star Pattern

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = n; i >= 1; i--) {
        for(j = 0; j < n - i; j++)
            printf("   ");
        for(j = 0; j < 2 * i - 1; j++)
            printf("* ");
        printf("\n");
    }
    for(i = 2; i <= n; i++) {
        for(j = 0; j < n - i; j++)
            printf("   ");
        for(j = 0; j < 2 * i - 1; j++)
            printf("* ");
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
* * * * * * * *
* * * * * *
* * * *
* *
*
* *
* * *
* * * *
* * * * *
* * * * *
```

## 15. Half Pyramid Pattern Using Numbers

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= i; j++) {
            printf("%d ", i);
        }
        printf("\n");
    }
}
```

### **Input:**

Enter the number of rows: 5

### **Output:**

```
1
2 2
3 3 3
4 4 4 4
5 5 5 5 5
```

## 16. Binary Number Pattern

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= i; j++) {
            printf("%d ", (i + j) % 2);
        }
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
1
0 1
1 0 1
0 1 0 1
1 0 1 0 1
```

## 17. Hollow Pyramid Star Pattern

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= 2*n-1; j++) {
            if(j == n-i+1 || j == n+i-1 || i == n)
                printf("*");
            else
                printf(" ");
        }
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```

*
* *
*   *
*   *
*****

```

## 18. Right Arrow Pattern

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= i; j++) {
            printf("* ");
        }
        printf("\n");
    }
    for(i = n - 1; i >= 1; i--) {
        for(j = 1; j <= i; j++) {
            printf("* ");
        }
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
*
```

```
* *
```

```
* * *
```

```
* * * *
```

```
* * * * *
```

```
* * * *
```

```
* * *
```

```
* *
```

```
*
```

## 19. Left Arrow Pattern

```
void main() {
    int i, j, n, space;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(space = 1; space <= n - i; space++)
            printf("  ");
        for(j = 1; j <= i; j++)
            printf("* ");
        printf("\n");
    }
    for(i = n - 1; i >= 1; i--) {
        for(space = 1; space <= n - i; space++)
            printf("  ");
        for(j = 1; j <= i; j++)
            printf("* ");
        printf("\n");
    }
}
```

## Input:

Enter the number of rows: 5

## Output:

\* \*  
\* \*  
\* \*  
\* \*  
\* \*  
\* \*  
\* \*

## 20. Alphabet Right-Angled Triangle (Increasing)

```
void main() {
    int i, j, n;
    char ch = 'A';
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= i; j++) {
            printf("%c ", ch);
            ch++; // Increment the character
        }
        printf("\n");
    }
}
```

Enter the number of rows: 5

```
A
B C
D E F
G H I J
K L M N O
```

## 21. Repeating Character Triangle

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= i; j++) {
            printf("%c ", 'A' + i - 1); // Print the same character in the row
        }
        printf("\n");
    }
}
```

Enter the number of rows: 5

```
A
B B
C C C
D D D D
E E E E E
```

## 22. Alphabet Pyramid

```
void main() {
    int i, j, n, space;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(space = 1; space <= n - i; space++) {
            printf(" ");
        }
        for(j = 1; j <= i; j++) {
            printf("%c ", 'A' + i - 1); // Print the same character across
the row
        }
        printf("\n");
    }
}
```

### Input:

Enter the number of rows: 5

### Output:

```
      A
     B B
    C C C
   D D D D
E E E E E
```

## 23. Inverted Character Right-Angled Triangle

```
void main() {
    int i, j, n;
    char ch;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = n; i >= 1; i--) {
        ch = 'A'; // Reset character at the start of each row
        for(j = 1; j <= i; j++) {
            printf("%c ", ch);
            ch++;
        }
        printf("\n");
    }
}
```

### Input:

Enter the number of rows: 5

### Output:

Copy code  
A B C D E  
A B C D  
A B C  
A B  
A

## 24. Full Pyramid of Numbers

```
void main() {
    int i, j, n;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(j = 1; j <= n - i; j++)
            printf("   ");
        for(j = 1; j <= i; j++)
            printf("%d ", j);
        for(j = i - 1; j >= 1; j--)
            printf("%d ", j);
        printf("\n");
    }
}
```

**Input:**

Enter the number of rows: 5

**Output:**

```
      1
     1 2 1
    1 2 3 2 1
   1 2 3 4 3 2 1
  1 2 3 4 5 4 3 2 1
```

## 25. Character Diamond Pattern

```
void main() {
    int i, j, n, space;
    char ch;
    printf("Enter the number of rows: ");
    scanf("%d", &n);
    for(i = 1; i <= n; i++) {
        for(space = 1; space <= n - i; space++) {
            printf(" ");
        }
        ch = 'A';
        for(j = 1; j <= (2 * i - 1); j++) {
            printf("%c", ch++);
        }
        printf("\n");
    }
    for(i = n - 1; i >= 1; i--) {
        for(space = 1; space <= n - i; space++) {
            printf(" ");
        }
        ch = 'A';
        for(j = 1; j <= (2 * i - 1); j++) {
            printf("%c", ch++);
        }
        printf("\n");
    }
}
```

### Input:

Enter the number of rows: 5

### Output:

```
      A
     ABC
    ABCDE
   ABCDEFG
  ABCDEFGHI
 ABCDEFG
  ABCDE
   ABC
    A
```