

# Computer programming

[Technology](#), [Computer](#)



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NUMBER: SP12-BET-037 DATE: 23/10/2012 SUBMITTED TO: SIR USMAN

YASEEN Write the following programs that takes the size as an integer from the user and displays the shapes (given below) with the help of asterisks. 1.

Size= 7(base and perpendicular have 7 asterisk) \* \*\* \*\*\* \*\*\*\* \*\*\*\*\*

```
***** PROGRAM: #include <stdio.h>
int main() { int i, j, n; printf(" enter
number"); scanf("%d",&n); for(i= 1; i <= 7; i++) { for(j= 0; j <= i; j++)
#include <stdio.h>
int main () { int i, j, k, l, n; printf (" enter size"); scanf ("%d",&n); l= n-1; for (i=
0; i <= n; i++) { for (k= l; k>= i; k--) { printf(" "); } for (j= 0; j <= i-1; j++) {
printf ("*"); } printf (""); } getch(); return 0; } 3. Size= 7(base and
```

```
perpendicular have 7 asterisk) *****
***** PROGRAM:
#include <stdio.h>
int main() { int i, j, n; printf(" enter size"); scanf("%d",&n);
for(i= 8; i> 1; i--) { for(j= 1; j <= i; j++)
#include <stdio.h>
int main() { int i, j, k, n; printf(" enter
size"); scanf("%d",&n); for(i= 7; i>= 1; i--) { for(j= 7-i; j>= 1; j--) { printf(" ");
} for(k= 1; k <= i; k++) { printf("*"); } printf(""); } getch(); return 0; } 5.
```

```
Size= 7(base has 7 asterisk) * ** *** **** *****
***** PROGRAM: #include <stdio.h>
int main () { int i, j, k, l, n; printf (" enter size"); scanf ("%d",&n); l= n-1; for (i=
0; i <= n; i++) { if (i%2!= 0) continue; for (k= l; k>= i; k--) { if (k%2!= 0)
continue; printf(" "); } for (j= 0; j <= i; j++) { printf ("*"); } printf (""); }
getch(); return (0); }
```