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```
import java.util.Scanner; public class Edureka { public static void main(String args[]) { int n, i, j, space = 1; System.out.print("Enter the number of rows: "); Scanner s = new Scanner(System.in); n = s.nextInt(); space = n - 1; for (j = 1; j <= n; j++) { for (i = 1; i <= space; i++) { System.out.print(" "); } space--; for (i = 1; i <= 2 * j - 1; i++) { System.out.print("*"); } System.out.println(""); } space = 1; for (j = 1; j <= n - 1; j++) { for (i = 1; i <= space; i++) { System.out.print ...
```

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Here you will get list of java programs to print patterns of stars, numbers and alphabets. If you want code for any particular pattern then mention it in comment section, I will try to add the program here. Java Pattern Programs Patterns of Stars. Pattern 1:

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```
//inner loop for the pattern of alphabets in till ' i ' loop for (j = 0; j <=i ; j++)  
{System.out.print((char) (ch+j) + " ");} //inner loop for the pattern of alphabets in  
reverse order from ' i ' loop for (k= i-1; k >=0; k--) {System.out.print((char)  
(ch+k) + " ");} System.out.println();}} Output:
```

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Introduction To Design Patterns

Structural Design Patterns: Object & Class Adapters, Decorator, Bridge, Facade, Static & Dynamic Proxy, Flyweight & Composite . Behavioral Design Patterns: Chain of Responsibility, Command, Interpreter, Mediator, Iterator, Memento, Observer, State, Strategy, Template Method, Visitor, & Null Object. Each design patterns is also implemented in a follow along coding lecture.

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