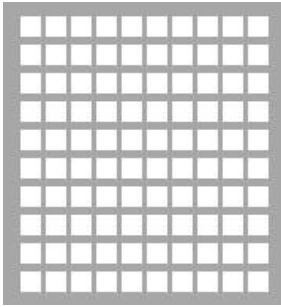
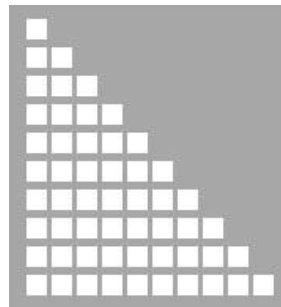


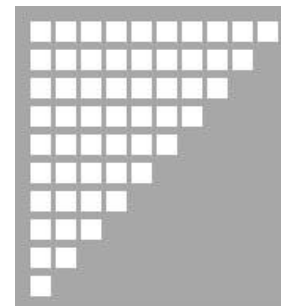
C 言語 for 文練習 タイルブロック



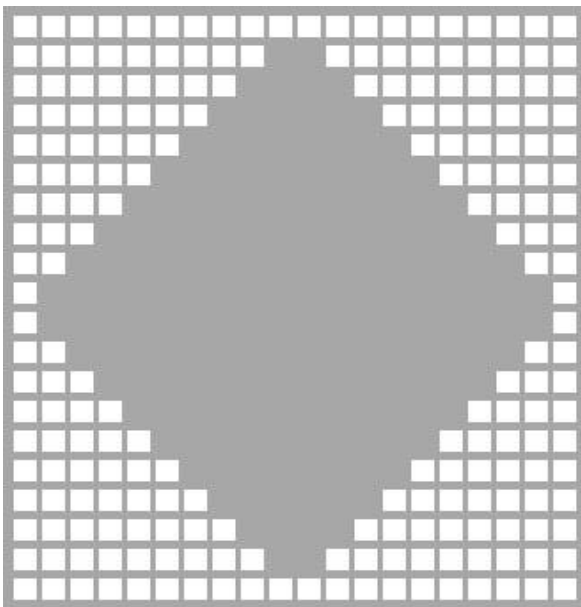
(1) 10x10 正方形



(2) 10x10 三角形



(3) 10x10 逆三角形



(4) 20x20 ダイヤ型ウィンドウ

(1) 10x10 正方形

```
#include<stdio.h>
#include <windows.h>          //Win32 API Sleep(msec)を使うために必要

int main(void){

    int i;
    int k;

    //////////// 正方形 ////////////
    for (k = 0; k <= 9; k++){

        for (i = 0; i <= 9; i = i + 1){
            printf("■");
            Sleep(5);
        }
        printf("\n");
    }

    return 0;
}
```

(2) 10x10 三角形

```
#include<stdio.h>
#include <windows.h>          //Win32 API Sleep(msec)を使うために必要


////////// 三角形 ////////////

int main(void){

    int i;
    int k;

    for (k = 0; k <= 9; k++) {
        for (i = 0; i <= k; i = i + 1) {
            printf("■");
            Sleep(5);
        }
        printf("\n");
    }

    return 0;
}
```

 (注) Sleep : Sは大文字

(3) 10x10 逆三角形

```
#include<stdio.h>
#include <windows.h>           //Win32 API Sleep(msec)を使うために必要

////////// 逆三角形 //////////

int main(void){

    int i;
    int k;

    for (k = 0; k <= 9; k++){

        for (i = 9 ; i > k ; i = i - 1){
            printf("■");
            Sleep(5);
        }
        printf("¥n");
    }

    return 0;
}
```

(4) 20x20 ダイヤ型ウィンドウ

```
#include<stdio.h>

int i;
int k;
int m;

////////// ダイヤ型ウィンドウ //////////

for (k = 0; k <= 9; k++){

    for (i = k; i <= 9; i = i + 1){
        printf("■");
    }

    for (m = k; m >=1; m = m - 1){
        printf(" ");
    }

    for (i = k; i <= 9; i = i + 1){
        printf("■");
    }

    printf("¥n");
}

for (k = 9; k >= 0; k = k - 1){

    for (i = k; i <= 9; i = i + 1){
        printf("■");
    }

    for (m = k; m >= 1; m = m - 1){
        printf(" ");
    }

    for (i = k; i <= 9; i = i + 1){
        printf("■");
    }

    printf("¥n");
}
```