

```

// Realizziamo il triangolo di Pascal con il Dev C/C++

#include<windows.h>

#include<conio.h>

#include <iostream>

using namespace std;

const int N = 12;

long getNum(int n, int r) {

    int i;

    long p = 1;

    for(i = 1; i <= r; i++) {

        p = p * (n - i + 1) / i;

    }

    return p;

}

void print() {

    int n, r, t, i;

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

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

            if(r == 0) {

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

                    cout << " ";

                }

            } else {

                cout << " ";

            }

            cout.width(3); // three characters width

            cout << getNum(n, r);

            cout.width(1);

```

```
    }  
    cout << endl;  
}  
  
}  
  
int main() {  
    cout<<endl<<endl;  
    cout <<"    Pascal Triangle"<<endl<<endl;  
    cout<<" http:\\elettronicadoc\\altervista.org" << endl << endl;  
    print();  
    getch();  
  
    return 0;}
```