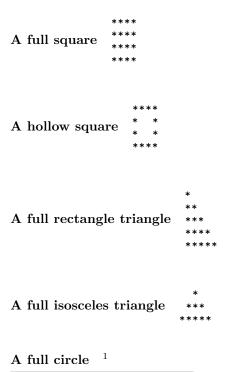# 1 Description

Write a series of Python programs to draw figures on the console by using only asterisks (∗) and spaces.

Requirements & conditions

- The figure you draw should be first accumulated into a string, and only after the string has been formed it should be printed. This means that you only have a **single print statement** at your disposal.

- The parameters of each figure should be read in the form of user input. This means that any parameters you deem useful, such as height, length, etc. must not be a constant.

- You are not allowed to use the ∗-operator on strings and ints. So for example "∗ ∗ ∗" ∗3 is not allowed

- You can score 1 point for the squares and triangles. 1 Point for the circle and 1 point for the smiley face.

A full square
```
****
****
****
****
```

A hollow square
```
****
*  *
*  *
****
```

A full rectangle triangle
```
*
**
***
****
*****
```

A full isosceles triangle
```
  *
 ***
*****
```

A full circle [1]

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[1] Remember that the points inside a circle are all within a given distance from the center. The distance from a point (x_1, y_1) to the center (x_2, y_2) is computed with the well-known formula of Pythagoras: distance $= \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$

```
    ####
  ########
  ########
##########
##########
##########
##########
  ########
  ########
    ####
```

```
                    ***
                  *     *
                 *_     _*
                 * O   O *
A rather ugly smiley face    *       *
                 * \ # / *
                  *  ---  *
                  *     *
                    ***
```