

Lab 05 Exercise

Fill in the main method so that the program accomplishes the steps listed below. If you would like to add static helper methods you may. When you are finished, submit the project for a grade. You may work in pairs or small teams on this, but **you each need to submit a correct solution by checking it out and submitting the project from your own account.** This assignment is due before 11pm the day of the lab session.

The skeleton code already has the parts that:

1. Prompt the user to enter a shape.
2. Prompt the user to enter a size.
3. Sets up the if-else chain for the different input values.

You need to add code to do this next step:

4. The program will then draw the specified shape using the specified size. Examples appear below. There are three possible shapes: “l-triangle”, “r-triangle”, and “stripes”.

NOTE: Work on the stripes shape on paper and think about math and the "modulus" operator in Java.

IMPORTANT: Do not put any extra characters (including trailing spaces) in your output or you will fail the automated tests.

- 1. There is no spaces between the individual * characters.**
- 2. There is a blank line after the drawing.**

There are public tests that you can run on the submit server that will help you confirm that you don't have any incorrect spaces before doing the release tests.

Example Run 1:

Shape? l-triangle

Size? 4

```
*
**
***
****
```

Example Run 2:

Shape? r-triangle

Size? 4

```
   *
  **
 ***
****
```

Example Run 3:

Shape? r-triangle

Size? 7

```
       *
      **
     ***
    ****
   *****
  *
*****
```

Example Run 4:

Shape? stripes

Size? 10

```
$$$*$$$*$$$
$$*$$$*$$$
*$$$$*$$$*
*$$$*$$$*
$$$*$$$*$$$
$$*$$$*$$$
*$$$$*$$$*
*$$$*$$$*
$$$*$$$*$$$
$$*$$$*$$$
```

Example Run 5:

Shape? stripes

Size? 17

```
$$$*$$$*$$$*$$$*$$$
$$*$$$*$$$*$$$*$$$
*$$$$*$$$*$$$*$$$
*$$$*$$$*$$$*$$$
$$$*$$$*$$$*$$$*$$$
$$*$$$*$$$*$$$*$$$
*$$$$*$$$*$$$*$$$
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