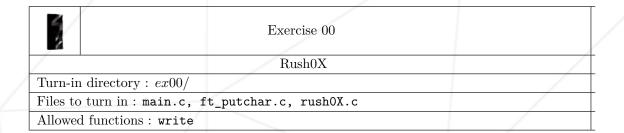
Chapter III

Main subject



- Files to submit: main.c, ft_putchar.c and your rushOX.c, '0X' represents the rush number. For example rushOO.c.
- Those three files will be compiled together.
- Your file ft_putchar.c should include the function ft_putchar.
- Example of main.c:

```
int main()
{
    rush(5, 5);
    return (0);
}
```

- You must therefore write the function rush taking two variables of type int as arguments, named respectively x and y. No need to say this function should be on the rushOX.c file.
- Your function rush should display (on-screen) a rectangle of x characters for width, and y characters for length.
- Your function should never crash or loop indefinitely.
- Your main will be modified during defense, to check if you've handled everything you're supposed to. Here's an example of test we'll perform:

Chapter VIII Rush 04

• rush(5,3) should display:

```
$>./a.out
ABBBC
B B
CBBBA
$>
```

• rush(5, 1) should display:

```
$>./a.out
ABBBC
$>
```

• rush(1, 1) should display:

```
$>./a.out
A
$>
```

• rush(1, 5) should display:

```
$>./a.out
A
B
B
C
$>
```

• rush(4, 4) should display:

```
$>./a.out
ABBC
B B
CBBA
$>
```