Chapter III

Main subject

	Exercise 00
Rush0X	
Turn-in directory : *ex*00/	
Files to turn in : `main.c, ft_putchar.c, rush0X.c`	
Allowed functions : `write`	

- Files to submit: `main.c`, `ft_putchar.c` and your `rush0X.c`, '0X' represents the rush number. For example `rush00.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 `rush0X.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
B
C
$>
```

- rush(4, 4) should display:

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