Abhay wants to develop a pattern frame which gives different patterns based on the user input. So, help him to crack the logic, which he implements in his frame.

Input format:

1. First line contains an integer "size" which resembles the size of the pattern.

2. Second line contains a special character, where the pattern should contain the special character.

Output format:

1. The output contains the pattern of the required size.

Constraints:

1. 1≤size≤1000

2. The output should contain the pattern based on the special character.

Sample input 0:

5

#

Sample output 0:

#

#*#

#*#*#

#*#*#*#

#*#*#*#*#

Sample input 1:

10

%

Sample output 1:

%

%*%

%*%*%

%*%*%*%

%*%*%*%*%

%*%*%*%*%*%

%*%*%*%*%*%*%

%*%*%*%*%*%*%*%

%*%*%*%*%*%*%*%*%

%*%*%*%*%*%*%*%*%*%

<u>**Complete the following code:**</u>

```c
#include<stdio.h>

int main()

{

    /*complete the code here*/

}
```

Adia wants to develop a calculator which returns factorial of the given number.

If the number is less than 0 then it will return -1. If the number is equal to 0, it returns 1 and if the number is greater than 0 it returns the factorial of that number.

So, work along with her to crack the logic.

Input format:

The line contains an integer "num".

Output format:

1. If the number is less than 0 it should -1.

2. If the number is greater than 0 it should return the factorial of the given number.

Sample input 0:

10

Sample output 0:

3628800

Sample input 1:

20

Sample output 1:

2432902008176640000

Complete the FactCalculate() function in the code given below:

```c
#include<stdio.h>
int FactCalculate(int num);
int FactCalculate(int num)
{
        /*complete the code here*/
}
int main()
{
        int num;
        printf("Enter the number for factorial: ");
        scanf("%d",&num);
    FactCalculate(num);
}
```