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#include<stdio.h>
#include<stdlib.h>
#include<string.h>
#include<ctype.h>
#include<math.h>

int m,n;
int w,h;
char o[5][5],ans[200][200]; // array size should >=729; Rule encoding deficiencies

void draw(int n,int sw,int sh,int w,int h);
void print();
int main()
{
    scanf("%d",&m);
    int i,j,k;
    for(i=0;i<m;i++)
    {
        scanf("%d",&n); // need to initialize ans array with value ' '. Rule encoding deficiencies
        int x,y;
        for(x=0;x<3;x++)
            for(y=0;y<3;y++)
                o[x][y]='o'; // should initialize with ' ' instead of 'o'. Strong-but-now-wrong

        getchar();
        for(j=0;j<3;j++)
        {
            gets(o[j]);
        }
        if(n==1)
        {
            printf("o\n");
        }
        else if(n==2)
        {
            for(j=0;j<3;j++)
            {
                printf("%s\n",o[j]);
            }
        }
        else{
            w=6*n-9; // should be pow(3,n-1)+1e-5 Difficulty with exponential development
            h=6*n-9; // should be pow(3,n-1)+1e-5 Difficulty with exponential development
            draw(n,0,0,w,h);
            print();
        }
        printf("\n");
    }

    return 0;
}

void draw(int n,int sw,int sh,int w,int h)
{
    int i,j;
    if(n==2)
    {

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        for(i=0;i<3;i++)
        {
            for(j=0;j<strlen(o[i]);j++)
            {
                ans[sh+i][sw+j]=o[i][j];
            }
        }
        return;
    }
    for(i=0;i<3;i++)
    {
        for(j=0;j<3;j++)
        {
            if(o[i][j]=='0') // should be 'o' instead of '0'. Perceptual confusion
            {
                int ww,hh;
                ww=sw+w/3*j;
                hh=sh+h/3*i;
                draw(n-1,ww,hh,w-6,h-6); // should be draw(n-1,ww,hh,w/3,h/3); Difficulty
            }
        }
    }
}

void print()
{
    int i,j;
    for(i=0;i<h;i++)
    {
        for(j=0;j<w;j++) // should not print spaces at the end of each line. Post-completion error
        {
            printf("%c",ans[i][j]);
        }
        printf("\n");
    }
}

```