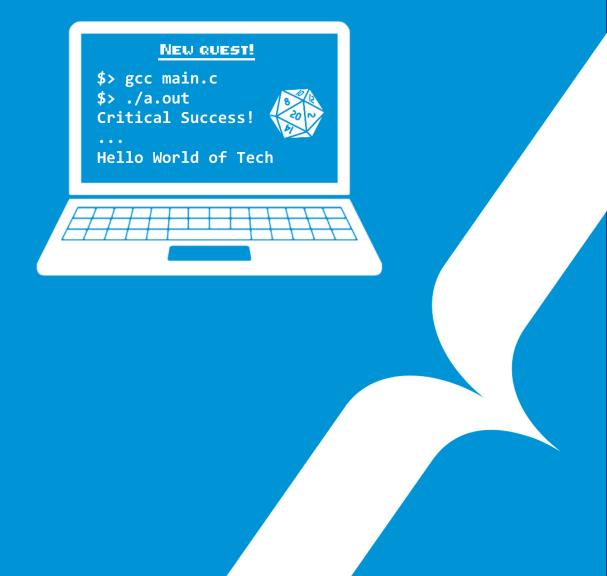
## {EPITECH}

### **STAR** YOU ARE A STAR



#### **STAR**

#### **Preliminaries**



Language: C

**Build:** cc -o star \*.c /path/to/our/my\_putchar.c /path/to/our/main.c

The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.



- ✓ Don't push your main function into your delivery directory, we will be adding our own. Your files will be compiled adding our main.c and our my\_putchar.c files.
- ✓ You are only allowed to use the my\_putchar function to complete the following tasks, but don't push it into your delivery directory, and don't copy it in any of your delivered files.



The only allowed system call for this project is write.

Write a function that displays a star, based on its given size. If the size is 0, don't display anything (but it is not an error).

The function must be prototyped as follows:

void star(unsigned int size);

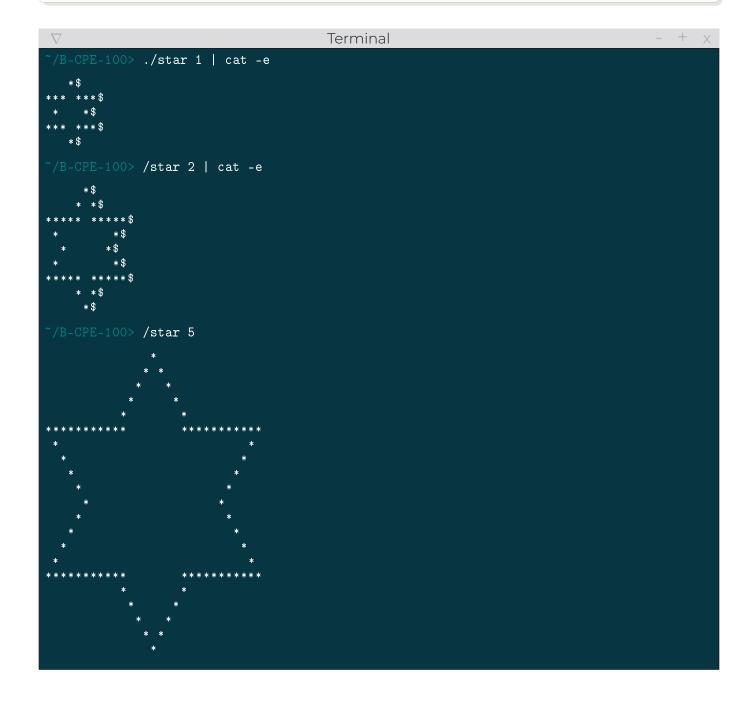


Here's some output with different sizes, it is up to you to deduce the rules regarding the star formation.



These examples (and maybe more) can also be found in a simple text files given with this subject.

In these example our star binary take a parameter which passed to the star function.





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