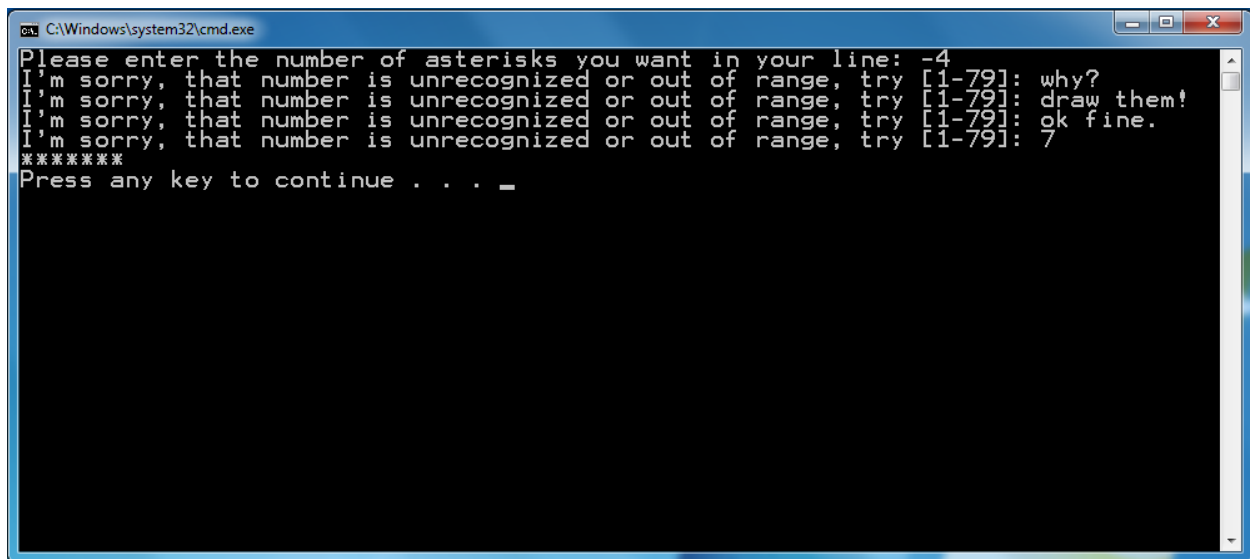


Create a project called Daily10. Add a C source file to the project named daily10.c. Write a program that will prompt the user to enter the number of asterisks they want on a line. Your program should print a message indicating that the number must be in the range 1 to 79 if the user enters a number outside of that range. Your program should continue this behavior until you have received an appropriate integer. Use a loop to trap the user until you get the value that you want as you did in daily9. You should also clear the keyboard buffer after each scanf so that the user can type characters or digits in their response. Once you have a number in the appropriate range call a function that you write called draw_line that takes one argument of type integer and will use a loop to draw that number of asterisks on the screen and then will print a newline.

Your output should appear something like what you see shown below:



```

C:\Windows\system32\cmd.exe
Please enter the number of asterisks you want in your line: -4
I'm sorry, that number is unrecognized or out of range, try [1-79]: why?
I'm sorry, that number is unrecognized or out of range, try [1-79]: draw them!
I'm sorry, that number is unrecognized or out of range, try [1-79]: ok fine.
I'm sorry, that number is unrecognized or out of range, try [1-79]: 7
*****
Press any key to continue . . . _

```

At the top of your program you should have a comment section that follows the below format:

```

/*****
Author: Dr. Adams
Date: 9/24/2014

Purpose: <Insert a short description of what
        your program does here.>
Time Spent: <Insert how much time you spent
            on the assignment here>
*****/

```