

# Danish Flag

This is a **pair** exercise and must be competed in your **tutorial** or **lab** with your partner.

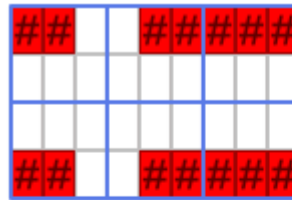
In this task, you will create a program called `danishFlag.c` which will read in a size and display a Danish Flag of that size using the following algorithm and the `#` character.

The Danish Flag is made up of 6 blocks. It is 3 blocks wide, and 2 blocks high. To display it using empty spaces and the character `#`, we will read in a value called `size`. Each block will be 3 times `size` wide, and 2 times `size` high.

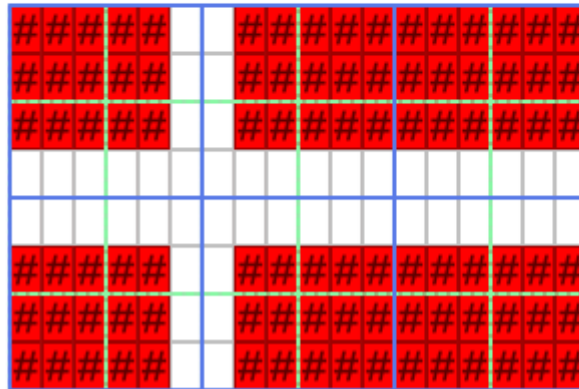
- In the top left block, the right column and bottom row will be empty spaces.
- In the top middle block, the left column and bottom row will be empty spaces.
- In the top right block, the bottom row will be empty spaces.
- In the bottom left block, the right column and top row will be empty spaces.
- In the bottom middle block, the left column and top row will be empty spaces.
- In the bottom right block, the top row will be empty spaces.
- Every other position will be the `#` character.

See the diagram below for details.

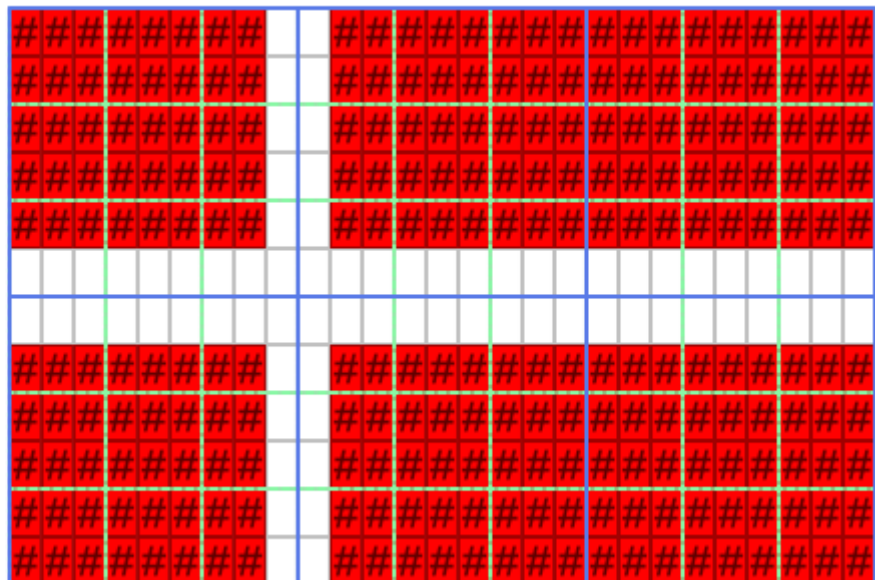
size = 1



size = 2



size = 3



For example

Enter the flag size: 1

## #####

## #####

Enter the flag size: 2

```
#####  
#####  
#####  
#####
```

```
#####  
#####  
#####
```

Enter the flag size: 3

```
#####  
#####  
#####  
#####  
#####
```

```
#####  
#####  
#####  
#####  
#####
```

To run some simple automated tests:

```
$ 1511 autotest danishFlag
```

To run Styl-o-matic:

```
$ 1511 stylomatic danishFlag.c  
Looks good!
```

You'll get advice if you need to make changes to your code.

Submit your work with the *give* command, like so:

```
$ give cs1511 wk04_danishFlag
```

Or, if you are working from home, upload the relevant file(s) to the `wk04_danishFlag` activity on [Give Online](#).