quadA

**Instructions**

Write a function QuadA that prints a **valid** rectangle with a given width of x and height of y.

The function must draw the rectangles as in the examples.

If x and y are positive numbers, the program should print the rectangles as seen in the examples, otherwise, the function should print nothing.

Make sure you submit all the necessary files to run the program.

**Expected function**

func QuadA(x,y int) {

}

**Usage**

Here are possible programs to test your function :

Program [#1](https://learn.zone01kisumu.ke/git/issues/1)

package main

import "piscine"

func main() {

piscine.QuadA(5,3)

}

And its output :

$ go run .

o---o

| |

o---o

$

Program [#2](https://learn.zone01kisumu.ke/git/issues/2)

package main

import "piscine"

func main() {

piscine.QuadA(5,1)

}

And its output :

$ go run .

o---o

$

Program [#3](https://learn.zone01kisumu.ke/git/issues/3)

package main

import "piscine"

func main() {

piscine.QuadA(1,1)

}

And its output :

$ go run .

o

$

Program [#4](https://learn.zone01kisumu.ke/git/issues/4)

package main

import "piscine"

func main() {

piscine.QuadA(1,5)

}

And its output :

$ go run .

o

|

|

|

o

$

quadB

**Instructions**

Write a function QuadB that prints a **valid** rectangle of width x and of height y.

The function must draw the rectangles as in the examples.

If x and y are positive numbers, the program should print the rectangles as seen in the examples, otherwise, the function should print nothing.

**Expected function**

func QuadB(x,y int) {

}

**Usage**

Here are possible programs to test your function :

Program [#1](https://learn.zone01kisumu.ke/git/issues/1)

package main

import "piscine"

func main() {

piscine.QuadB(5,3)

}

And its output :

$ go run .

/\*\*\*\

\* \*

\\*\*\*/

$

Program [#2](https://learn.zone01kisumu.ke/git/issues/2)

package main

import "piscine"

func main() {

piscine.QuadB(5,1)

}

And its output :

$ go run .

/\*\*\*\

$

Program [#3](https://learn.zone01kisumu.ke/git/issues/3)

package main

import "piscine"

func main() {

piscine.QuadB(1,1)

}

And its output :

$ go run .

/

$

Program [#4](https://learn.zone01kisumu.ke/git/issues/4)

package main

import "piscine"

func main() {

piscine.QuadB(1,5)

}

And its output :

$ go run .

/

\*

\*

\*

\

$

quadC

**Instructions**

Write a function QuadC that prints a **valid** rectangle of width x and of height y.

The function must draw the rectangles as in the examples.

If x and y are positive numbers, the program should print the rectangles as seen in the examples, otherwise, the function should print nothing.

**Expected function**

func QuadC(x,y int) {

}

**Usage**

Here are possible programs to test your function :

Program [#1](https://learn.zone01kisumu.ke/git/issues/1)

package main

import "piscine"

func main() {

piscine.QuadC(5,3)

}

And its output :

$ go run .

ABBBA

B B

CBBBC

$

Program [#2](https://learn.zone01kisumu.ke/git/issues/2)

package main

import "piscine"

func main() {

piscine.QuadC(5,1)

}

And its output :

$ go run .

ABBBA

$

Program [#3](https://learn.zone01kisumu.ke/git/issues/3)

package main

import "piscine"

func main() {

piscine.QuadC(1,1)

}

And its output :

$ go run .

A

$

Program [#4](https://learn.zone01kisumu.ke/git/issues/4)

package main

import "piscine"

func main() {

piscine.QuadC(1,5)

}

And its output :

$ go run .

A

B

B

B

C

$

quadD

**Instructions**

Write a function QuadD that prints a **valid** rectangle of width x and of height y.

The function must draw the rectangles as in the examples.

If x and y are positive numbers, the program should print the rectangles as seen in the examples, otherwise, the function should print nothing.

**Expected function**

func QuadD(x,y int) {

}

**Usage**

Here are possible programs to test your function :

Program [#1](https://learn.zone01kisumu.ke/git/issues/1)

package main

import "piscine"

func main() {

piscine.QuadD(5,3)

}

And its output :

$ go run .

ABBBC

B B

ABBBC

$

Program [#2](https://learn.zone01kisumu.ke/git/issues/2)

package main

import "piscine"

func main() {

piscine.QuadD(5,1)

}

And its output :

$ go run .

ABBBC

$

Program [#3](https://learn.zone01kisumu.ke/git/issues/3)

package main

import "piscine"

func main() {

piscine.QuadD(1,1)

}

And its output :

$ go run .

A

$

Program [#4](https://learn.zone01kisumu.ke/git/issues/4)

package main

import "piscine"

func main() {

piscine.QuadD(1,5)

}

And its output :

$ go run .

A

B

B

B

A

$

quadE

**Instructions**

Write a function QuadE that prints a **valid** rectangle of width x and of height y.

The function must draw the rectangles as in the examples.

If x and y are positive numbers, the program should print the rectangles as seen in the examples, otherwise, the function should print nothing.

**Expected function**

func QuadE(x,y int) {

}

**Usage**

Here are possible programs to test your function :

Program [#1](https://learn.zone01kisumu.ke/git/issues/1)

package main

import "piscine"

func main() {

piscine.QuadE(5,3)

}

And its output :

$ go run .

ABBBC

B B

CBBBA

$

Program [#2](https://learn.zone01kisumu.ke/git/issues/2)

package main

import "piscine"

func main() {

piscine.QuadE(5,1)

}

And its output :

$ go run .

ABBBC

$

Program [#3](https://learn.zone01kisumu.ke/git/issues/3)

package main

import "piscine"

func main() {

piscine.QuadE(1,1)

}

And its output :

$ go run .

A

$

Program [#4](https://learn.zone01kisumu.ke/git/issues/4)

package main

import "piscine"

func main() {

piscine.QuadE(1,5)

}

And its output :

$ go run .

A

B

B

B

C

$