WICHITA STATE UNIVERSITY - CS 211

Homework #3 – Drawing Shapes

DUE: September 24 by 11:59:59 PM **Assigned**: September 17

Background

Write a program that draws shapes to the terminal while observing certain restrictions.

Assignment Requirements

- The name of your source code file shall be hw03.cpp
- The program takes no input
- For each shape, the following std::cout expressions may only appear once:

```
o std::cout << '#'
o std::cout << ' '
o std::cout << '\n'</pre>
```

- Place two blank lines between each shape
 - o NOTE: The restriction above does not apply to this requirement
- The program output must look exactly like that found in the sample run
- REMINDER: Discussion of the problem is always acceptable; sharing code is considered academic dishonesty

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####### # # # # # # #######

Hints

- Make a plan first, the code will write itself
- What exactly needs to be printed to the screen?
- What should the overall structure of the code look like to draw a shape?
- For each shape, look for a pattern
- Can I alter my counting range to my benefit?
- The library <cstdlib> contains an absolute value function, int std::abs(int)

Reminders

- Be sure to include a comment block at the top of every file with the required information
 - o Refer to the General Homework Requirements handout on Blackboard
- Provide meaningful comments
 - o If you think a comment is redundant, it probably is
 - If you think a comment is helpful, it probably is
 - Remember that you are writing comments for other programmers, not people who know nothing (obligatory Jon Snow) about coding
 - o Comments are more helpful when they explain why, not what or how
- There will be no extensions

Preparing and Submitting

- Your code must be able to compile and run on the EECS lab machines
 - You are responsible for testing your code
 - "But it runs fine on my machine!" will not earn you any points
- Submit **ONLY** your source code file
- Homework submission will be handled exclusively through Blackboard