

1.23. PROBLEM SET

Problem 1.23.3. Write a *class* called *p2* as deccribed in Fig 1.36.

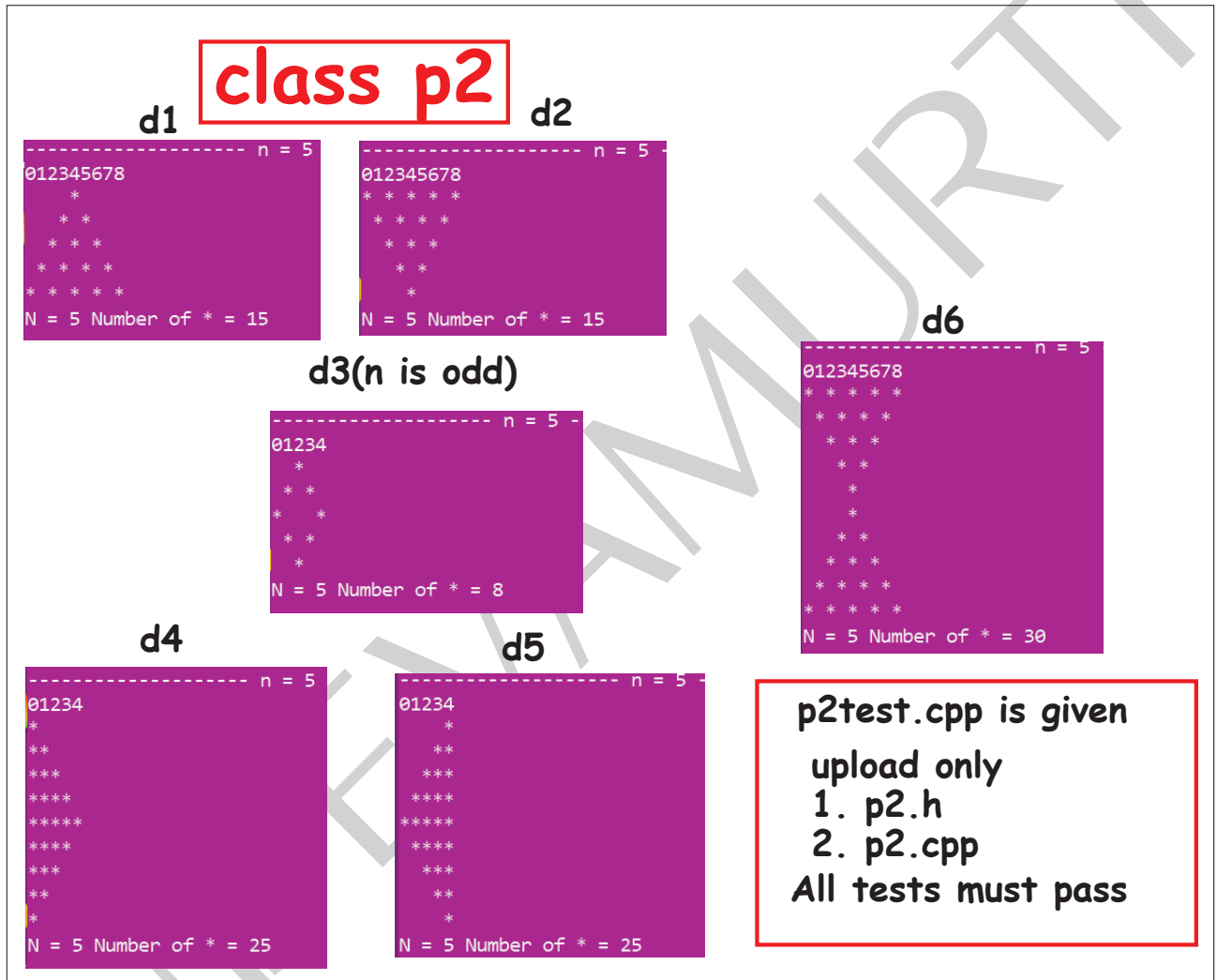


Figure 1.36: Various patterns

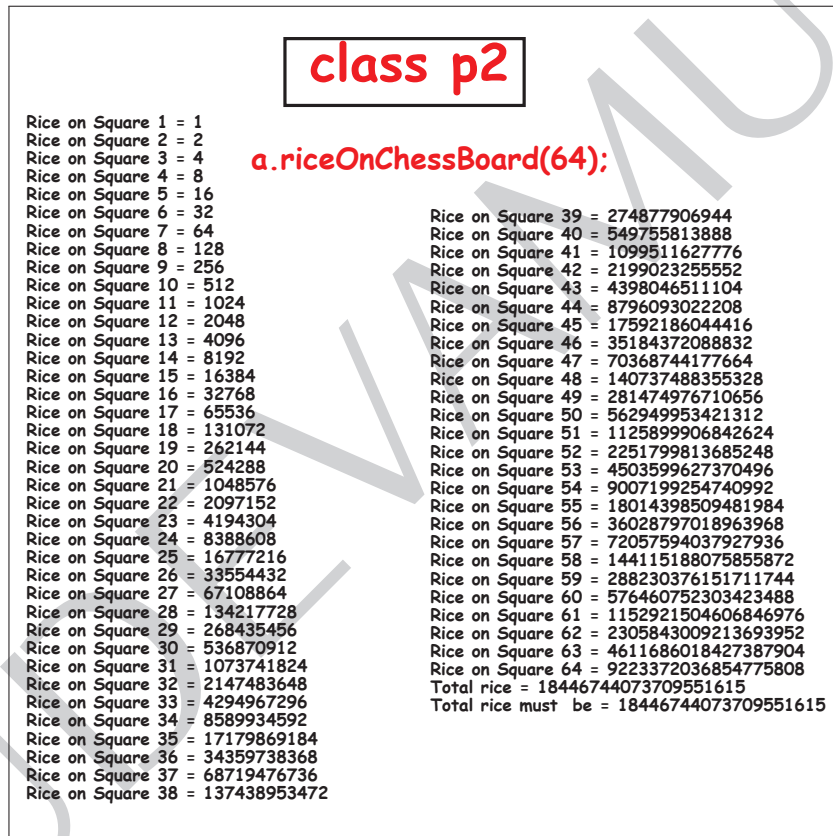


Figure 1.37: Rice on a chess board