# Programming for Beginners – 24 April 2016

## Problem 3. Strawberry

Your task is to write a program, which **reads a number N** from the console and **draws a strawberry**, which **size depends on N**. See the examples below to understand your task better.

### Input

On the **only input line** you will be given the **positive** **number N** – **odd number** in the range **[1 … 17]**

### Output

The output should be printed on the console. Use the **“#” (number sign)** for the **outlines of the strawberry**, **“.”** for the **inside of the strawberry**. For **the leaves:** **left** ones – **“\”**, **middle** ones – **“|”** and **right** ones – **“/”**

### Examples

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Input** | **Output** | **Input** | **Output** | **Input** | **Output** |
| 5 | \-----|-----/  --\---|---/--  -----#.#-----  ---#.....#---  -#.........#-  #...........#  -#.........#-  --#.......#--  ---#.....#---  ----#...#----  -----#.#----- | 7 | \-------|-------/  --\-----|-----/--  ----\---|---/----  -------#.#-------  -----#.....#-----  ---#.........#---  -#.............#-  #...............#  -#.............#-  --#...........#--  ---#.........#---  ----#.......#----  -----#.....#-----  ------#...#------  -------#.#------- | 9 | \---------|---------/  --\-------|-------/--  ----\-----|-----/----  ------\---|---/------  ---------#.#---------  -------#.....#-------  -----#.........#-----  ---#.............#---  -#.................#-  #...................#  -#.................#-  --#...............#--  ---#.............#---  ----#...........#----  -----#.........#-----  ------#.......#------  -------#.....#-------  --------#...#--------  ---------#.#--------- |