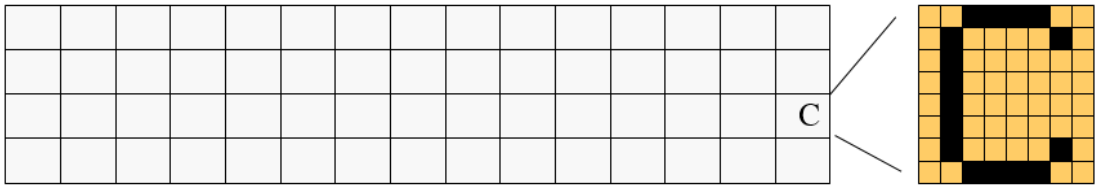
Practice 1 (2015/9/15)

Design Your Own Logo

cs2.c cs.c

```
1  #include<stdio.h>
2  void main(void)  {
3      printf("       *            *          ******     ******\n");
4      printf("  ***********       *        *      *   *      *\n");
5      printf("    *     *     ***********   *          *       \n");
6      printf("   * *   * *          *       *           ******\n");
7      printf("      * *           * *       *                *\n");
8      printf("      * *          *   *      *      *   *      *\n");
9      printf("   ***   ***    ***     ***    ******     ******  \n");
10 }
```

Text mode: Traditional computer has two display modes – *graphic mode* and *text mode*. In Text mode, the whole screen can display *m*×*n* (ex. 25×80) characters in total, where *m* is the row number while *n* is the column number. Each character consists of a *p*×*q* dot matrix (ex. 8×8). Controlling the on/off state of each dot in a matrix can display different character.



P1. Use any one character (character * is used for the above example) to display a logo that can be your name, personal BBS board name, etc. You can design your logo in English, Chinese, or mixture of them. Each character is made of 8×8 dot matrix.

B1. Do you feel boring to type so many space characters in your program? Try character Tab. Tab can help you to locate a character in a pre-defined location. The question is: The screen output is the same as what you look and anticipate in your program? Write a test program to make your conclusion and tell me what you find in your test by email-

ing your observations along with your test program (explain your observation through analyzing your test program) to mailto:ylli@cs.nctu.edu.tw before the midnight of Tue (9/15).

Further reading: escape character \, ASCII code, Unicode