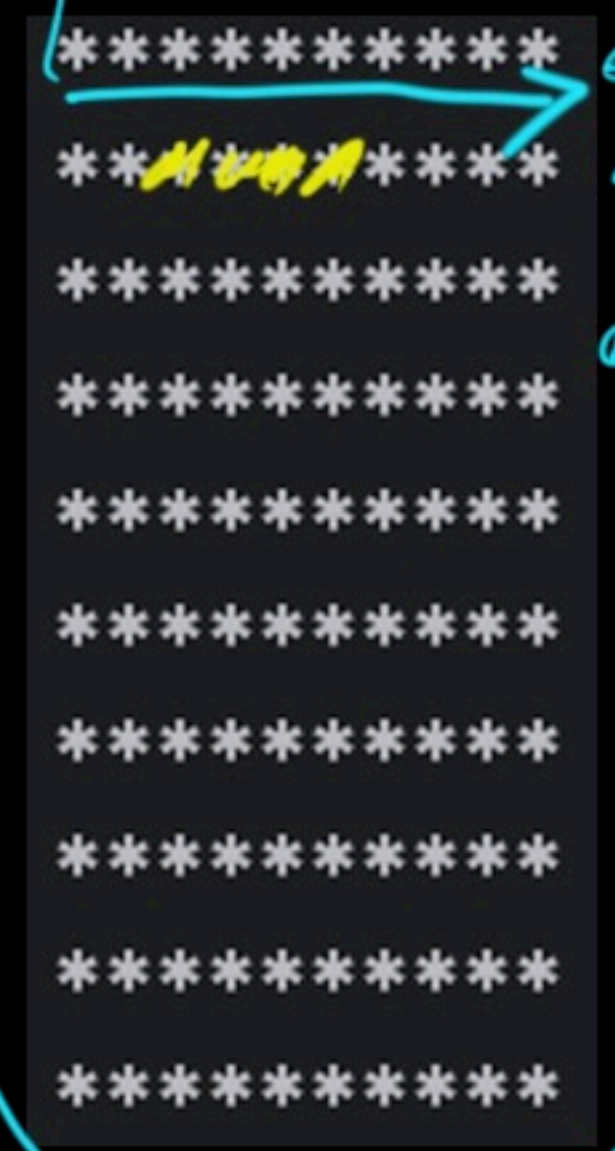W

```
for y: i32 in 0..<10 {
    for i: i32 in 0..<10 {
        print!("*");
    }

    println!();
}
```
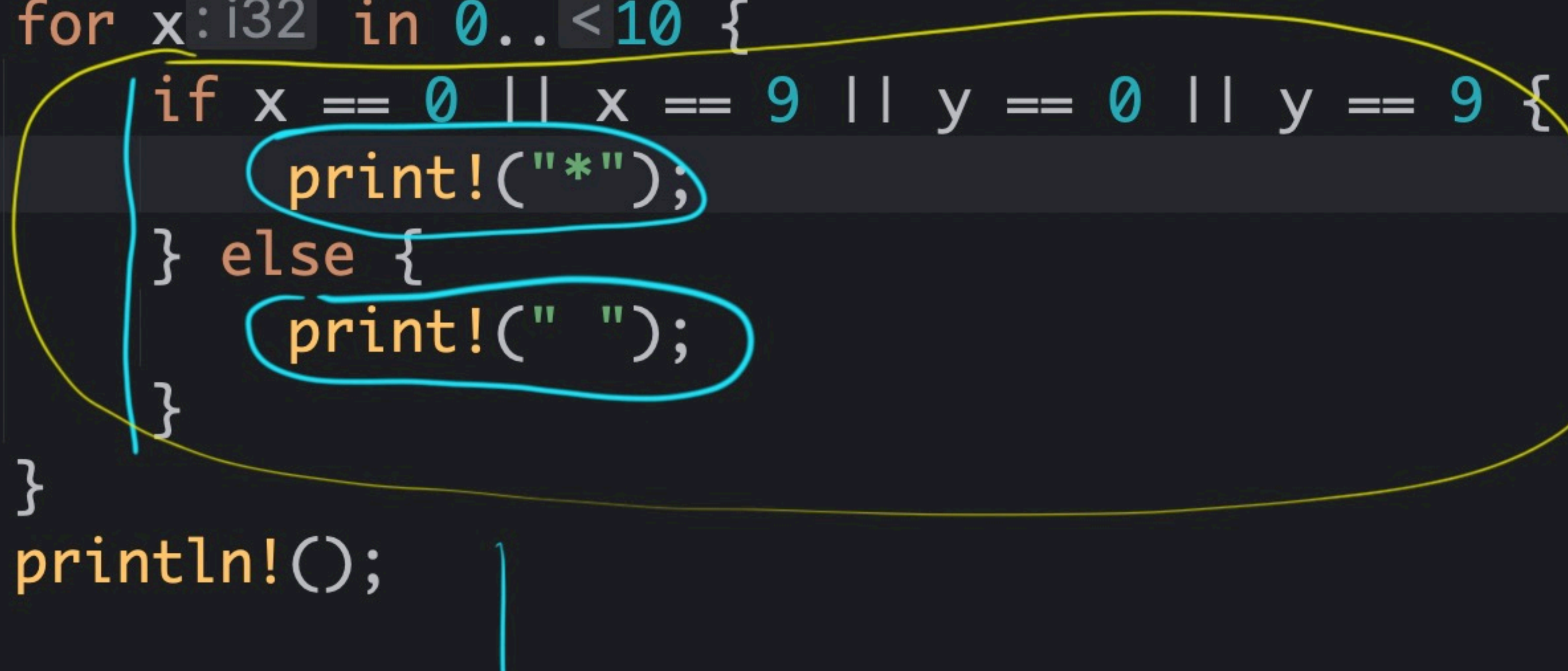
rows

columns

H

```
for y: i32 in 0..<10 {
    for x: i32 in 0..<10 {
        if x == 0 || x == 9 || y == 0 || y == 9 {
            print!("*");
        } else {
            print!(" ");
        }
    }
    println!();
}
```

```
**********
*        *
*        *
*        *
*        *
*        *
*        *
*        *
*        *
**********
```
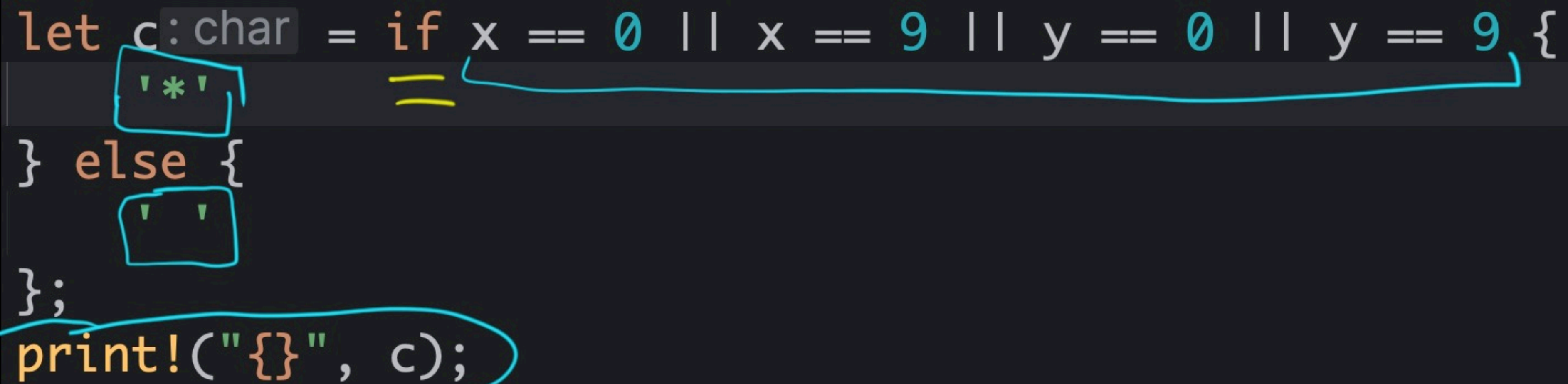
```
let c: char = if x == 0 || x == 9 || y == 0 || y == 9 {
    '*'
} else {
    ' '
};
print!("{}", c);
```

x == 0 ? "*" : " "

```rust
const W: u32 = 25;
const H: u32 = 10;

for y: u32 in 0..< H {
    for x: u32 in 0..< W {
        let c: char = if x == 0 || x == W - 1 || y == 0 || y == H - 1 {
            '*'
        } else {
            ' '
        };
        print!("{}", c);
    }
    println!();
}
```

```
*************************
*                       *
*                       *
*                       *
*                       *
*                       *
*                       *
*                       *
*                       *
*************************
```

```rust
for y: u32 in 0..< H {
    for x: u32 in 0..< W {
        let is_horizontal: bool = y == 0 || y == H - 1;
        let is_vertical: bool = x == 0 || x == W - 1;

        let c: char = if is_horizontal || is_vertical {
            '*'
        } else {
            ' '
        };
        print!("{}", c);
    }
    println!();
}
```