**Programming Fundamentals Project**

Fireworks Printing

Shape: Whistle

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This program is to print a whistle formed firecracker. We have declared three 2-dimensional arrays naming whistle1, whistle2, and whistle3 to store the firecracker's coordinates. Each has a size of (line) 30 and (segments) 17 utilizing char datatypes in the primary function given the directions that we have utilized. At the top of the program, we have defined five functions; the first three functions are defined for adding spacing and clearing the default esteem, the second last one is characterized for printing the Whistles, and the last one is for printing the line. After declaring the arrays in the primary function, the compiler will call three functions for adding spaces. In the 1st function, we have utilized nested for loops to print the spaces. After this, the control will return to the primary function and will begin offering directions to each mark of the whistle1 array. After this, the control will print the reference mark of whistle2 and whistle3 at their individual directions given. While giving the directions to the reference mark, we have likewise added a few lines and gushes in them to provide it with a superior view. The control will call function four named print\_whistle. In this function, the nested for loops will print all the three parallel arrays. On the output screen, all three whistles will be printed respectively. In the end, the control will call the print\_line function for printing the line, which will be at the bottom of the firecracker to give it a look of a firework.