Coding Assignment 1

CSE1320

Using nested for loops, create a program to produce the following output. The program should ask for the start value and end value of each for loop (you will be using 3 layers of nesting). Using the input information, the program should output the appropriate number of stars in the correct formations. See examples below.

Your for loops should be formed such that the input shown in the examples results in the output shown in the examples.

You need to understand the relationship between each for loop – the outermost loop determines the number of blocks of stars, the middle loop determines the number of rows per block and the innermost loop determines the number of stars per row.

For this assignment, we are not validating the input; therefore, entering a start value greater than the end value or entering an end value less than the start value will result in invalid output and will not be tested during grading.

Reminder – ANY compiler warning or error will result in an automatic 0. This applies no matter what the warning is. Your code will be graded using a newer version of `gcc` and must compile cleanly there and run correctly regardless of where you wrote and tested the code.

The purpose of this assignment is to submit your first assignment in this class, follow and understand the grading rubric, and follow the code formatting standards of this class. Coding a triple nested for loop should be a skill you already have.

Be sure to review the rubric and make sure you are following the criteria. When the rubric states that you will lose 10 points for formatting, you will lose those 10 points even if only a single line is out of place. When the rubric states that you lose 10 points for not putting your name as the start of your program, then you will lose 10 points for not including your name. Please read each criterion and double check that your program meets it.

The assignment upload in Canvas will only accept a .zip file; therefore, put your `Code1_xxxxxxxxxx.c` file into a zip file named `Code1_xxxxxxxxxx.zip`. This is done to avoid Canvas's renaming conventions.

Example Input/Output

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Enter i's starting value 2
Enter i's ending value 4
Enter j's starting value 2
Enter j's ending value 8
Enter k's starting value 1
Enter k's ending value 9



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Enter i's starting value -1
Enter i's ending value 3
Enter j's starting value 0
Enter j's ending value 4
Enter k's starting value -3
Enter k's ending value 3



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Enter i's starting value 2
Enter i's ending value 6
Enter j's starting value 2
Enter j's ending value 8
Enter k's starting value 2
Enter k's ending value 9


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