3460:209 Assignment 3-A

# **Assignment 3-A: Rectangle Display**

**Overview**

The purpose of this assignment is to make sure that you know how to write a program that does basic input, output, flow of control and/or calculations.

**PROGRAM SPECIFICATION**

For the assignment, we will write a program that asks the user for two positive integers no greater than 75. The program should then display a rectangle shape on the screen using the character ‘X’. The numbers entered by the user will be the lengths of each of the two sides of the square.

For example, if the user enters 5 and 7, the program should display the following:

XXXXX

XXXXX

XXXXX

XXXXX

XXXXX

XXXXX

XXXXX

If the user enters 8 and 8, the program should display the following:

XXXXXXXX

XXXXXXXX

XXXXXXXX

XXXXXXXX

XXXXXXXX

XXXXXXXX

XXXXXXXX

XXXXXXXX

For this assignment, we will also begin the practice of validating input (refer to CS Lab 3). The user input must be both numeric and within the range.

Make sure that your programs follow good documentation standards and follow the requirements for assignments. Reference the rubric standards on Springboard.

Submission Instructions – for programming solutions

On Springboard, go to the matching Assignments for the ASSGN@-#, where @ is the chapter and # is the number or character of the problem assigned (eg., 5-11 for chapter 5, problem 11), and submit the program (cpp) and any (hpp) files.

*Last updated 5.22.2016 by Will Crissey.*

*Be aware that programming falls under all of the rules of plagiarism. Be careful when using any coding found in the outside world that is not your own. Any evidence of plagiarism is subject to sanctions like forfeits, suspension, and even ejection, as determined by the Department of Student Conduct and Community Standards.*

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