using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace DrawingDiomond

{

class DrawingDioamond

{

static void Main(string[] args)

{

var n = int.Parse(Console.ReadLine());

#region FirstRow

if (n % 2 == 0)

{

var numberOfStars = 2;

var numberOfDashes = (n - numberOfStars);

Console.Write(new string('-', numberOfDashes / 2));

Console.Write(new string('\*', numberOfStars));

Console.WriteLine(new string('-', numberOfDashes / 2));

}

else

{

var numberOfStars = 1;

var numberOfDashes = (n - numberOfStars);

Console.Write(new string('-', numberOfDashes / 2));

Console.Write(new string('\*', numberOfStars));

Console.WriteLine(new string('-', numberOfDashes / 2));

}

#endregion

#region Middle

var numberOfDashesMiddle = 0;

if (n % 2 == 0)

{

numberOfDashesMiddle = 2;

}

else

{

numberOfDashesMiddle = 1;

}

var numberofrows = (n-1)/2;

for (int i = 0; i < numberofrows; i++)

{

var numberofdashesinend = (n - 2 - numberOfDashesMiddle) / 2;

Console.Write(new string('-', numberofdashesinend));

Console.Write('\*');

Console.Write(new string('-', numberOfDashesMiddle));

Console.Write('\*');

Console.WriteLine(new string('-', numberofdashesinend));

numberOfDashesMiddle += 2;

}

numberofrows--;

numberOfDashesMiddle -= 2;

for (int i = numberofrows-1; i >= 0; i--)

{

numberOfDashesMiddle -= 2;

var numberofdashesinend = (n - 2 - numberOfDashesMiddle) / 2;

Console.Write(new string('-', numberofdashesinend));

Console.Write('\*');

Console.Write(new string('-', numberOfDashesMiddle));

Console.Write('\*');

Console.WriteLine(new string('-', numberofdashesinend));

}

#endregion

#region lastRow

if (n % 2 == 0)

{

var numberOfStars = 2;

var numberOfDashes = (n - numberOfStars);

Console.Write(new string('-', numberOfDashes / 2));

Console.Write(new string('\*', numberOfStars));

Console.WriteLine(new string('-', numberOfDashes / 2));

}

else

{

var numberOfStars = 1;

var numberOfDashes = (n - numberOfStars);

Console.Write(new string('-', numberOfDashes / 2));

Console.Write(new string('\*', numberOfStars));

Console.WriteLine(new string('-', numberOfDashes / 2));

#endregion

}

}

}

}