

B1 - Unix & C Lab Seminar

B-CPE-100

Star

You are a star



1.0





Star

language: C

build tool: cc -o star *.c /path/to/our/my_putchar.c /path/to/our/-

main.c



• The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.



- Don't push your main function into your delivery directory, we will be adding our own. Your files will be compiled adding our main.c and our my_putchar.c files.
- You are only allowed to use the $my_{putchar}$ function to complete the following tasks, but **don't push it** into your delivery directory, and don't copy it in *any* of your delivered files.



The only allowed system call for this project is write.

Write a function that displays a star, based on its given size. If the size is O, don't display anything (but it is not an error).

The function must be prototyped as follows:

void star(unsigned int size);

Here's some output with different sizes, it is up to you to deduce the rules regarding the star formation.



These examples (and maybe more) can also be found in a simple text files given with this subject.

In these example our star binary take a parameter which passed to the star function.





```
Terminal
/B-CPE-100> ./star 1 | cat -e
√/B-CPE-100> ./star 2 | cat -e
√/B-CPE-100> ./star 5
```