void FillFireWorks1(string& tree)

{

string tree7 = " "; //x = 17, y = 8

string tree6 = " ";

string tree5 = " ";

string tree4 = " \_\\|/\_ ";

string tree3 = " '/|\\' ";

string tree2 = " ";

string tree1 = " ";

string tree0 = " ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks2(string& tree)

{

string tree7 = " "; //x = 17, y = 8

string tree6 = " ";

string tree5 = " '\\\\'|'//' ";

string tree4 = " '\_\\\\|//\_' ";

string tree3 = " .'//|\\\\'. ";

string tree2 = " .//.|.\\\\. ";

string tree1 = " ";

string tree0 = " ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks3(string& tree)

{

string tree7 = " "; //x = 17, y = 8

string tree6 = " .\\'.|.'/ . ";

string tree5 = " '\\\\'|'//' ";

string tree4 = " '\_\\.'./\_' ";

string tree3 = " .'/'.'\\'. ";

string tree2 = " .//.|.\\\\. ";

string tree1 = " /.'|'.\\ ";

string tree0 = " ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks4(string& tree)

{

string tree7 = " . \\. '|' ./ . "; //x = 17, y = 8

string tree6 = "'. '\\\\'.|.'//.'.'";

string tree5 = "'.'\\'..'.'..'/'.'";

string tree4 = "...-'\_'.'.'\_'-...";

string tree3 = "'''/.'.'.'.'.\\'''";

string tree2 = ".'.'.''.'.''.'.'.";

string tree1 = ".'.'//.'|'.\\\\'.'.";

string tree0 = " ' /' .|. '\\ ' ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks5(string& tree)

{

string tree7 = " .\\\\. '|' .// . "; //x = 17, y = 8

string tree6 = "'.\\'..'.'.'.'./.'";

string tree5 = "'.' ' .'.'. ' '.'";

string tree4 = ".-- '. .'. .' --.";

string tree3 = "''' .' '.' '. '''";

string tree2 = ".'/'. . . .'\\'.";

string tree1 = ".'.'.'.'.'.'.'.'.";

string tree0 = " '//' .|. '\\\\ ' ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks6(string& tree)

{

string tree7 = " '\\'.''.''.'/' "; //x = 17, y = 8

string tree6 = "'. ' '. .' ' .'";

string tree5 = "'.' ' ' ' ' '.'";

string tree4 = "-.. ' . ' . ' ..-";

string tree3 = "''. . ' . ' . .''";

string tree2 = ".' '. . . .' '.";

string tree1 = "./.' .' '. '.\\.";

string tree0 = " '/ '..'..' \\ ' ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks7(string& tree)

{

string tree7 = " ' .' . '. ' "; //x = 17, y = 8

string tree6 = " . ' . . . . ' . ";

string tree5 = "' ' ' ' ' '";

string tree4 = " .. . ' . .. ";

string tree3 = "' . ' . ' . '";

string tree2 = ".' ' . . ' '.";

string tree1 = " .' . ' ' . '. ";

string tree0 = " ' '. ' .' ' ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks8(string& tree)

{

string tree7 = " .' '. "; //x = 17, y = 8

string tree6 = " . ' . . ' . ";

string tree5 = "' ' ' ' '";

string tree4 = " . . ' . . ";

string tree3 = "' . ' . ' . '";

string tree2 = " ' ' . . ' ' ";

string tree1 = " .' . ' . '. ";

string tree0 = " '. .' ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks9(string& tree)

{

string tree7 = " . . "; //x = 17, y = 8

string tree6 = " . ' . . ' . ";

string tree5 = " ";

string tree4 = " . . ' . . ";

string tree3 = " . ' ' . ";

string tree2 = " ' . . ' ";

string tree1 = " . . . . ";

string tree0 = " . . ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks1(string& tree)

{

string tree7 = " "; //x = 17, y = 8

string tree6 = " ";

string tree5 = " ";

string tree4 = " \_\|/\_ ";

string tree3 = " /|\ ";

string tree2 = " ";

string tree1 = " ";

string tree0 = " ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks2(string& tree)

{

string tree7 = " "; //x = 17, y = 8

string tree6 = " ";

string tree5 = " \\'|'// ";

string tree4 = " '.\|/.' ";

string tree3 = " .'/|\'. ";

string tree2 = " //.|.\\ ";

string tree1 = " ";

string tree0 = " ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks3(string& tree)

{

string tree7 = " "; //x = 17, y = 8

string tree6 = " \\'.|.'// ";

string tree5 = " '\.\'|'/./' ";

string tree4 = " \--'.'.'--/ ";

string tree3 = " /--.'.'.--\ ";

string tree2 = " ./'/.|.\'\. ";

string tree1 = " //.'|'.\\ ";

string tree0 = " ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks4(string& tree)

{

string tree7 = " \\ | // "; //x = 17, y = 8

string tree6 = "\\ \'\'.|.'/'/ //";

string tree5 = " '.\.\.'././.' ";

string tree4 = "---.'.'.'.'.'.---";

string tree3 = "---'.'.'.'.'.'---";

string tree2 = " .'././.'.\.\.'. ";

string tree1 = "//'/./.'|'.\.\'\\";

string tree0 = " // | \\ ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks5(string& tree)

{

string tree7 = " \'.\'.|.'/.'/ "; //x = 17, y = 8

string tree6 = "\.'\'.\.|./.'/'./";

string tree5 = " \'.'.'.'.'.'.'/ ";

string tree4 = "--'.'.' ' '.'.'--";

string tree3 = "--.'.'. . .'.'.--";

string tree2 = " /'.'.'.'.'.'.'\ ";

string tree1 = "/'./.'/'|'\'.\.'\";

string tree0 = " /.'/.'|'.\'.\ ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks6(string& tree)

{

string tree7 = " \'.\'.|.'/.'/ "; //x = 17, y = 8

string tree6 = "\.'.'.'.'.'.'.'./";

string tree5 = " .'.'.'.'.'.'.'. ";

string tree4 = "-.'.'.' ' '.'.'.-";

string tree3 = "-'.'.'. . .'.'.'-";

string tree2 = " .'.'.'.'.'.'.'. ";

string tree1 = "/'.'.'.'.'.'.'.'\";

string tree0 = " /.'/.'|'.\'.\ ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks7(string& tree)

{

string tree7 = " .'. '. .' .'. "; //x = 17, y = 8

string tree6 = " .' '. .'. .' '. ";

string tree5 = " .'. . . . . .'. ";

string tree4 = "'.'. ' ' ' .'.'";

string tree3 = ".'. . . . . . .''";

string tree2 = " .'. . . . . .'. ";

string tree1 = " '.'.' '.' '.'.' ";

string tree0 = " '. '.' '. '.' ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks8(string& tree)

{

string tree7 = " . '. .' . "; //x = 17, y = 8

string tree6 = " . . .'. . . ";

string tree5 = " . . . . . . . ";

string tree4 = " . . ' ' . . ";

string tree3 = " '. . . . .' ";

string tree2 = " . . . . . . ";

string tree1 = " '.' ' ' ' ";

string tree0 = " . '.' '. '. ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}

void FillFireWorks9(string& tree)

{

string tree7 = " . ' ' . "; //x = 17, y = 8

string tree6 = " . . ' . . ";

string tree5 = " . . ";

string tree4 = " . . ' ' . . ";

string tree3 = " ' . . ' ";

string tree2 = " . . . . . . ";

string tree1 = " ' ' ' ' ";

string tree0 = " ' . ' ";

tree.append(tree7);

tree.append(tree6);

tree.append(tree5);

tree.append(tree4);

tree.append(tree3);

tree.append(tree2);

tree.append(tree1);

tree.append(tree0);

}