

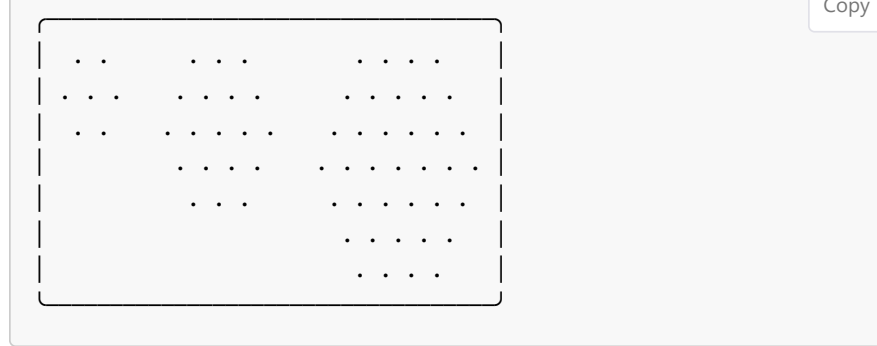
[CS 11 25.1] HOPE 3 – Hexagons

Cheatsheet is available here: <https://oj.dcs.upd.edu.ph/cs11cheatsheet/>

Problem Statement

You have recently become fascinated with hexagons. So fascinated, in fact, that you want to draw them in all styles and sizes!

We say that the *side length* of a hexagon is the number of characters you need to draw an edge. So the following hexagons have side lengths 2, 3, and 4 respectively:



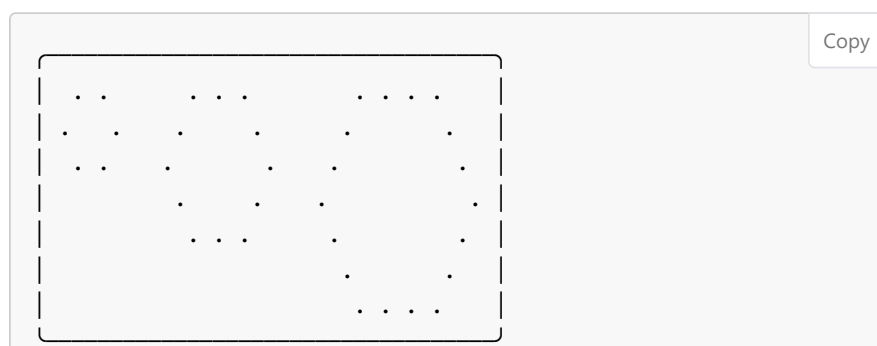
Given some parameters, can you draw a hexagon with those parameters?

Task Details

Your task is to implement a function named `draw`, which should have the following arguments:

...something as general as:

- `s` is an integer denoting the side length of the hexagon.
- `char` is a string of length 1 denoting the character used to draw the hexagon. This should be an **optional** argument whose default value is `.`.
- `hollow` is a boolean denoting whether the hexagon drawn should be hollow or not. This should be an **optional** argument whose default value is `False`.



The function should return a list of strings, where each string is a row of the hexagon you draw.

Note that this list should have length $2s - 1$, and each string should have length $4s - 2$.

Restrictions

Examples

Example 1 Function Call

```
draw(2)
```

Example 1 Return Value

Example 2 Function Call

```
draw(2, char='*')
```


Example 2 Return Value

```
[
  " * * ",
  " * * * ",
  " * * "
]
```

```
[
  " _ _ ",
  " _ _ ",
  " _ _ "
]
```

- The function `draw` will be called at most 50 times.
- $2 \leq s \leq 80$

Note: New tests may be added and all submissions

- You get 80 points if you solve all test cases where:
 - `char` and `hollow` will never be passed.
- You get 110  points if you solve all test cases where:

2 Clarifications

Clarifications

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