**Exercise**

**1.** Write a *Stars()* function which prints out a line of stars. Use a loop within the function if you know how. The number of stars in the line is given as a parameter. So, your function signature is:

***void Stars(int numStars);***

**2.** Write a *Rectangle()* function, which draws a rectangle of stars. Use a loop here too if you can. This function should take two parameters, one for width, and one for height.

***void Rectangle(int width, int height);***

**3.** Write a *HollowRect()* function, which only draws the rectangle outline. Do this iteratively.

***void HollowRect(int width, int height);***

**4.** Write a *Triangle()* function that displays rows of stars, each row larger than the previous. Make sure the parameter passed reflects the maximum amount of rows required.

***void Triangle(int maxRows);***

**5.** Write a *Diamond()* function, which renders rows of stars, each row larger than the previous. After the largest row has been rendered, draw smaller rows again. Pass in a parameter that determines how large the longest row should be.

***void Diamond(int maxRows);***