**Matrix Programs 2**

**Directions** – Build programs for as many of the following problems as you can. Use Matrix10.java as your template.

**Program 4** – Make the asterisk pattern show below.

Enter a size : 9

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**Program 5** – Read in a width, height, and a letter and print out the box shown below.

Enter a width : 4  
Enter a height : 6  
Enter a letter : M

ROWS=6

COLUMNS=4

MMMM

MmmM

MmmM

MmmM

MmmM

MMMM

**Program 3** – Read in a word and print out the word using a matrix as shown below.

Enter a letter : X  
Enter a size : 7

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