



## Lesson 24 Draw

In this lesson we want the user to ask the program to draw and the program executes these commands

The program will be as follows:

```
#include <iostream>
#include <string>
using namespace std;

int main() {
    string s;
    int n;
    cout << "What do you wanna do?\n";
    cin >> n >> s;
    for (int i = 0; i < n; i++)
        if (s == "star" || s == "stars")
            cout << "*";

        else if (s == "space" || s == "spaces")
            cout << " ";

        else if (s == "line")
            cout << endl;
```

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}

**input:**

3 stars

**output:**

\*\*\*