

printChart

Write a C function printChar() that takes in three non-negative numbers x, y and z (between 1 and 10) as parameters, and draws the corresponding bar chart that is displayed vertically on the screen. For example, if x=5, y=2 and z=4, then the following bar chart will be displayed:

```
*
* *
* *
***
***
```

x y z

A sample program template is given below:

```
#include <stdio.h>
void printChart(int x, int y, int z);
int main()
{
    int x,y,z;

    printf("Enter 3 inputs: \n");
    scanf("%d %d %d", &x, &y, &z);
    printf("The bar chart is: \n");
    printChart(x,y,z);
    return 0;
}
void printChart(int x, int y, int z)
{
    /* Write your code here */
}
```

Sample input and output sessions are given below:

(1) Test Case 1:

Enter 3 inputs:

5 4 3

The bar chart is:

```
*
*
*
*
*
*
*
*
*
```

(2) Test Case 2:

Enter 3 inputs:

2 3 4

The bar chart is:

```
*
*
*
*
*
*
*
*
*
```

(3) Test Case 3:

Enter 3 inputs:

5 3 4

The bar chart is:

```
*  
* *  
***  
***  
***
```

```
#include <stdio.h>  
void printChart(int x, int y, int z);  
int main()  
{  
    int x,y,z;  
  
    printf("Enter 3 inputs: \n");  
    scanf("%d %d %d", &x, &y, &z);  
    printf("The bar chart is: \n");  
    printChart(x,y,z);  
    return 0;  
}  
void printChart(int x, int y, int z)  
{  
    while(x!=0)  
    {  
        if(x==y && x==z && y==z)  
        {  
            printf("***\n");  
            x--;  
            y--;  
            z--;  
            continue;  
        }  
        if(x>y&&x>z)  
        {  
            printf("* \n");  
            x--;  
            continue;  
        }  
        else if(y>z&&y>x)  
        {  
            printf(" * \n");  
            y--;  
            continue;  
        }  
        else if(z>y&&z>x)  
        {  
            printf(" * \n");  
            z--;  
            continue;  
        }  
        else if(x == y)  
        {  
            printf("*** \n");  
            x--;  
            y--;  
            continue;  
        }  
        else if(x == z)  
        {  
            printf("** * \n");  
            x--;  
            z--;  
            continue;  
        }  
        else if(z == y)  
        {  
            printf(" ** \n");  
            y--;  
            z--;  
            continue;  
        }  
    }  
}
```