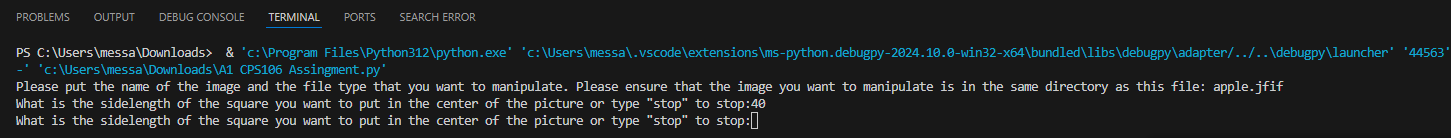
In my program I created a function that would make a square starting from the center of the image. If the image size was uniform and was the same length and width, it made a perfect square that was filled in the center of the image with the user input size. If the image was not uniform and had a different length and width, then it made a rectangle in the center of the image. There is also a try and except statement for error handling when the user enters anything that is not an integer or “stop” to stop the program. See examples below.

Non uniform image



Result:

