



Practice Arena

Practice problems aimed to improve your coding skills.

- 📁 PRACTICE-02_SCAN-PRINT
- 📁 PRACTICE-03_TYPES
- 📁 LAB-PRAC-02_SCAN-PRINT
- 📁 LAB-PRAC-01
- 📁 PRACTICE-04_COND
- 📁 BONUS-PRAC-02
- 📁 LAB-PRAC-03_TYPES
- 📁 PRACTICE-05_COND-LOOPS
- 📁 LAB-PRAC-04_COND
- 📁 LAB-PRAC-05_CONDLLOOPS
- 📁 PRACTICE-07_LOOPS-ARR
- 📁 LAB-PRAC-06_LOOPS
 - ❓ Fill in the Square
 - ❓ Pretty Numbers
 - ❓ Block Cipher
 - ❓ The Fibonacci Facade
 - ❓ Stream AM GM
 - ❓ Int on Int
 - ❓ Bejewelled Brooch
 - ❓ Mobile Mixup
 - ❓ Primes are in C
 - ❓ Towering Numbers
 - ❓ A Run of One
 - ❓ Where are the primes-
- 📁 LAB-PRAC-07_LOOPS-ARR
- 📁 LABEXAM-PRAC-01_MIDSEM
- 📁 PRACTICE-09_PTR-MAT
- 📁 LAB-PRAC-08_ARR-STR
- 📁 PRACTICE-10_MAT-FUN
- 📁 LAB-PRAC-09_PTR-MAT
- 📁 LAB-PRAC-10_MAT-FUN
- 📁 PRACTICE-11_FUN-PTR
- 📁 LAB-PRAC-11_FUN-PTR
- 📁 LAB-PRAC-12_FUN-STRUC
- 📁 LABEXAM-PRAC-02_ENDSEM
- 📁 LAB-PRAC-13_STRUC-NUM
- 📁 LAB-PRAC-14_SORT-MISC

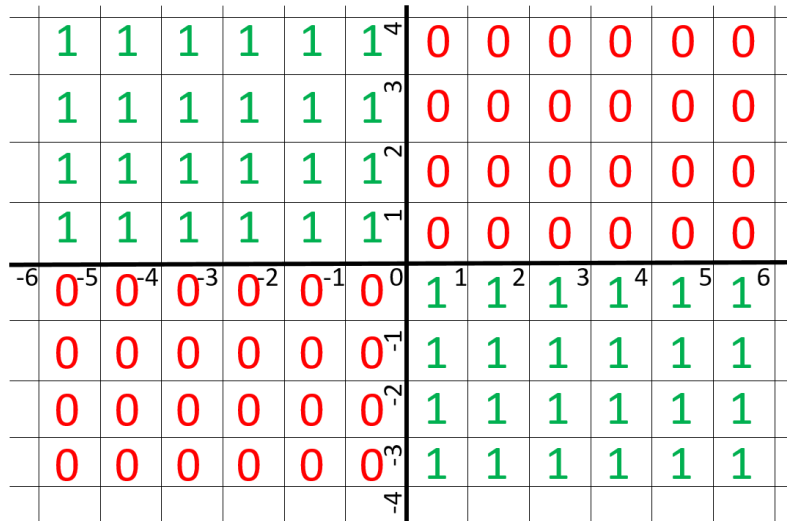
Fill in the Square

LAB-PRAC-06_LOOPS

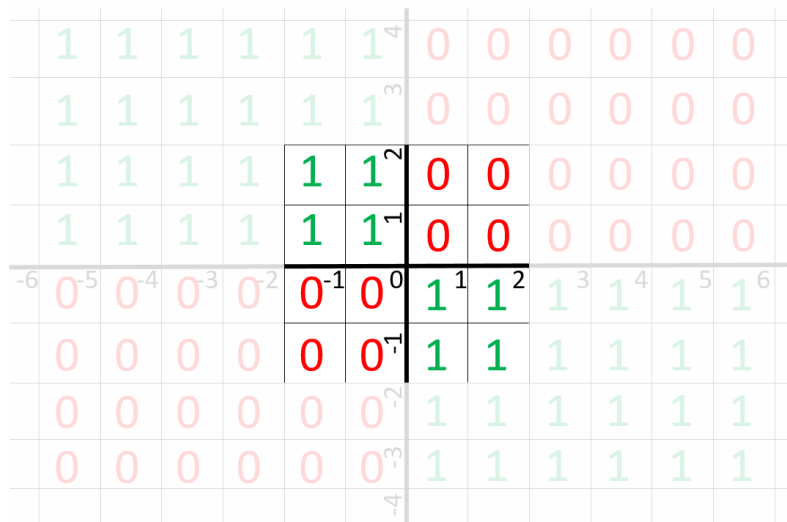
Fill in the Square [10 marks]

Problem Statement

The entire Cartesian plane has been divided into unit squares. Squares in the 1st and 3rd quadrant are filled with 0 and squares in the 2nd and 4th quadrant are filled with 1 as shown below.



You are given the side length (**always a non-negative integer**) of a square and the **integer** coordinates of its bottom left corner. You have to show us in your output, what that square looks like. For example if the side length is 4 and the bottom-left corner is (-2,-2), then the square looks like



In this case you have to print

1100

1100

0011

0011

Notice that there are not spaces anywhere and no extra new lines. As another example, if the side length is 4 and the bottom-left corner is (0,0), then the square looks like

4/5

