Provided File:

- ASCIIArt.java – a shell file.
- w2.txt – the required output for SIZE 2 • w3.txt – the required output for SIZE 3 • w4.txt – the required output for SIZE 4 • w5.txt – the required output for SIZE 5 • w6.txt – the required output for SIZE 6
- w7.txt – the required output for SIZE 7

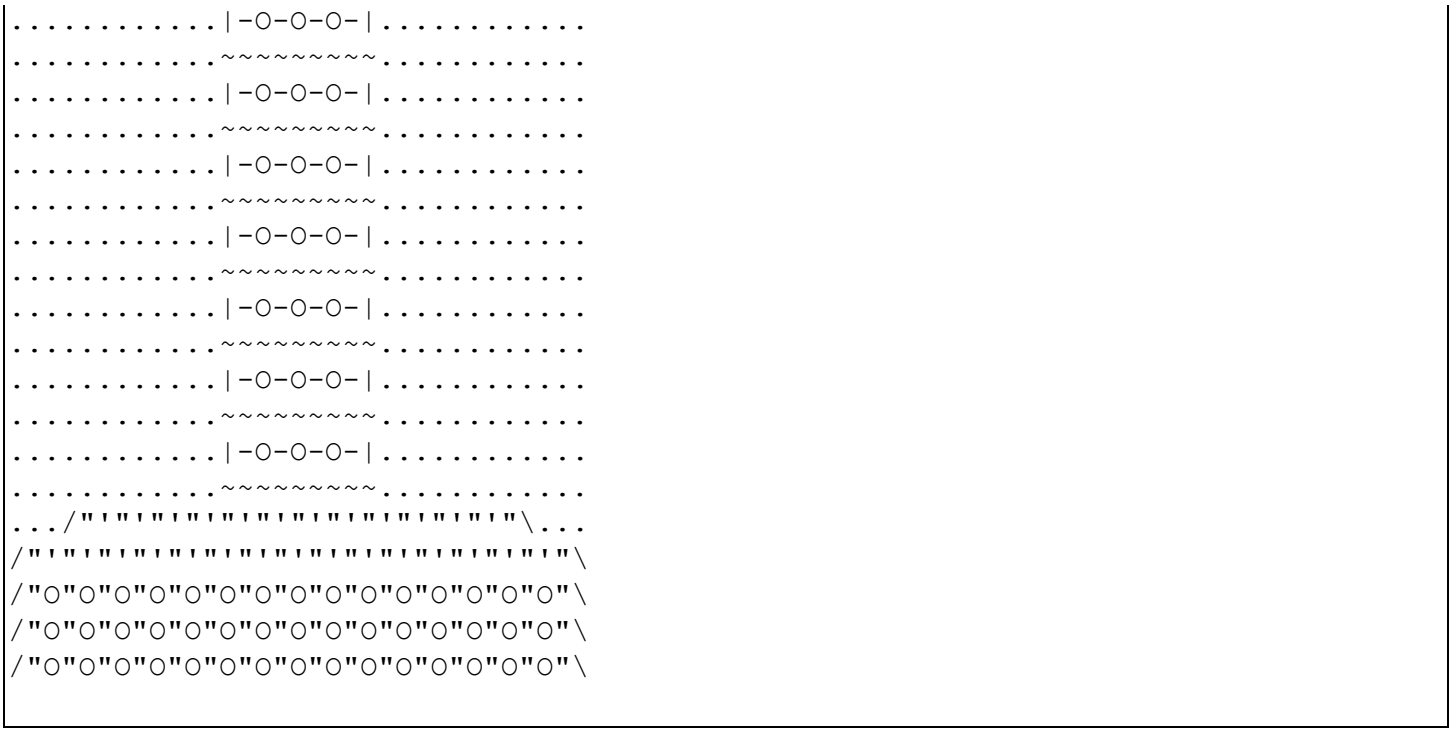
Description: Create a program that produces an ASCII art representation below. The output will vary based on a constant in the program. By simply changing the constant the output will change (somewhat) dramatically. Your program must match the outputs shown for the given value of the SIZE constant.

Here is the program output with the constant named SIZE set to 2.

```
..........###..........
..........|||..........
..........|||..........
..........###..........
........~~~~~~~........
........|-O-O-|........
........~~~~~~~........
........|-O-O-|........
........~~~~~~~........
........|-O-O-|........
........~~~~~~~........
........|-O-O-|........
........~~~~~~~........
.../"'"'"'"'"'"'"'"\...
/"'"'"'"'"'"'"'"'"'"'"\
/"O"O"O"O"O"O"O"O"O"O"\
/"O"O"O"O"O"O"O"O"O"O"\
```

When the SIZE constant is changed to 3, the following output is produced:

```
..............#####..............
..............|||||..............
..............|||||..............
..............|||||..............
..............|||||..............
..............#####..............
............~~~~~~~~~............
............|-O-O-O-|............
............~~~~~~~~~............
............|-O-O-O-|............
............~~~~~~~~~............
```



- You will need to create (nested) *for*-loops with *print* and *println* statements that use the *class* constant and local variables.

- You are not allowed to use anything <u>besides</u> *println*/*print* statements, *static* methods, method calls, loops, nested loops, local variables, and *class* constants.

- **You are NOT allowed to use method parameters, methods that return values, or conditional statements (i.e., if, if/else statements).**

- You must use *static* methods to structure your solution.

- You must avoid significant code redundancy and provide structure to your program in such a way that the methods match the structure of the output itself.

- You are required to properly indent your source code to make it readable and consistent.

- You should localize variables whenever possible. Do not alter any part of the following line except the actual literal *int* you use such as 2, 3, 4, 5, and so forth. The `SIZE` constant will always be greater than or equal to 2.

```
public static int SIZE = 2;
```

- Do not reference `SIZE` in a field declaration. For example, you cannot do the following:

```
 public static int sqr = SIZE * SIZE
```

- On any given execution your program will produce just one version of this figure, but it should be possible to change the value of the *class* constant to have your program produce a figure of a different size. Attached are files with the correct output for size 2, size 3, size 4, size 5, size 6, and size 7. Your output must match these "exactly" for a given size or you will lose points for correctness. Use a diff tool to ensure your program produces the correct output.

- Note that the last line of the drawing is printed out with a *println* statement.