

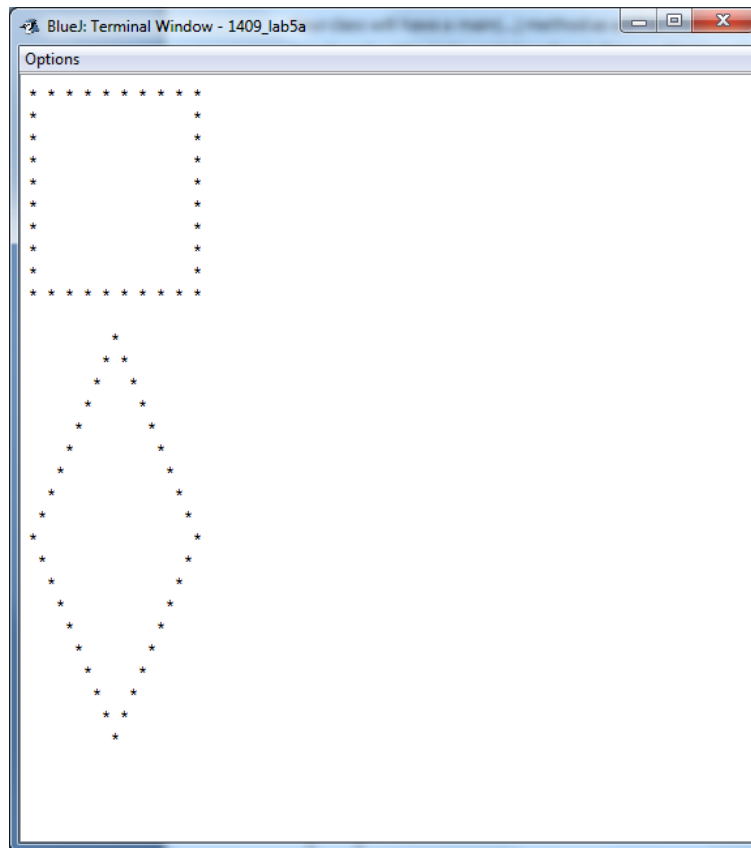
COMP 1409 Lab5a

More logic with loops and selection.

Create a program that takes a number as a program argument and draw a hollow square and diamond based on the that number.

Your class will have a main(...) method as well as the methods, **public static void drawEmptySquare(int input)** and **public static void drawEmptyDiamond(int input)**.

What it looks like if a **10** is entered:



Test your code thoroughly to make sure the various possibilities generate the correct output.

Show me when you are done.