

# CPP Problem Design

Subject: Simple Drawing Program

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Main testing concept: 2-Dimension Array

## Basics

- ☐ C++ BASICS
- ☐ FLOW OF CONTROL
- ☐ FUNCTION BASICS
- ☐ PARAMETERS AND OVERLOADING
- ☒ ARRAYS
- ☐ STRUCTURES AND CLASSES
- ☐ CONSTRUCTORS AND OTHER TOOLS
- ☐ OPERATOR OVERLOADING, FRIENDS, AND REFERENCES
- ☐ STRINGS
- ☐ POINTERS AND DYNAMIC ARRAYS

## Functions

- ☐ SEPARATE COMPILATION AND NAMESPACES
- ☐ STREAMS AND FILE I/O
- ☐ RECURSION
- ☐ INHERITANCE
- ☐ POLYMORPHISM AND VIRTUAL FUNCTIONS
- ☐ TEMPLATES
- ☐ LINKED DATA STRUCTURES
- ☐ EXCEPTION HANDLING
- ☐ STANDARD TEMPLATE LIBRARY
- ☐ PATTERNS AND UML

## Description:

Please design a simple drawing program (fill the background with \*), allow users to draw square, Isosceles right triangle and lines on the console (for figure, fill with Upper X)

## Input:

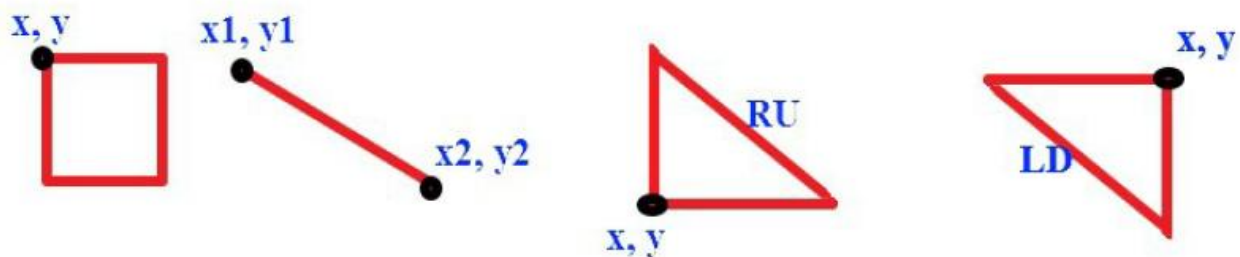
At the beginning, allow users to enter the size of the drawing board( $m \times n$ ). After that, enter the corresponding drawing code. S indicates square, T indicates Isosceles right triangle, L indicates lines. According to different figures, there follows various input information:

S: input integer width(the width of the square). And coord  $x, y$ , drawing will start from  $x, y$ (calculates from the left-up corner of the square).

T: input integer width(the side-length of the triangle). And coord  $x, y$  and the side the triangle faces. Which are respectively LU(Left Up), LD(Left Down), RU(Right Up), RD(Right Down). While drawing, the  $x, y$  indicates the position of right angle.

L: input two pairs of coord  $x_1, y_1$  &  $x_2, y_2$ . Drawing from  $x_1, y_1$  to  $x_2, y_2$  (Except straight line, it would possible be tilted lines with  $\pm 45$  Angle).

Enter EXIT, end the program.



※Please notice the coordinate, the left-up corner is 0,0 while right-down corner is  $m-1, n-1$ .

※If the following figure violates the border of drawing board, please output "Out of range." And there no need to modify the board.

※Notice that for any figure, if the given width is 1 you' ll need to draw a point.

※You need to output a result every draw, separates each with a line of space.

✖Expect the test data testing border violation, we ensure all input data is drawable.

✖Any operation about string, please implements with std::string, or not points will be given.

**Output:**

After drawing a figure or an error message,output a newline.

**Sample Input / Output :**

Sample Input	Sample Output
5 6	XX***
S	XX***
2	*****
0 0	*****
S	*****
2	*****
100 100	
L	Out of range.
0 4 4 4	
T	XX***
2	XX***
1 3	*****
LU	*****
EXIT	XXXXX
	*****
	XX***
	XX***
	*X***
	XX***
	XXXXX
	*****

- ☐
Eazy, Only basic programming syntax and structure are required.
- ☒
Medium, Multiple programming grammars and structures are required.
- ☐
Hard, Need to use multiple program structures or more complex data types.

**Expected solving time:**

30 minutes

**Other notes:**