Lab 2

Question 1:

In this lab, the input is a 3×3 matrix, named A, and your program should output corresponding picture in a txt file. The input is also in a txt file named "input.txt"

Here are some samples:

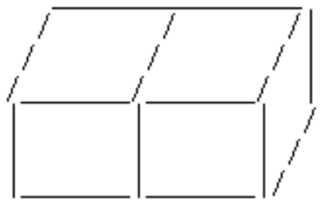
input1:

A=[0 0 0

0 1 1

0 0 0]

output1:



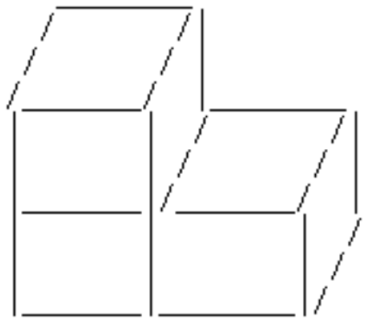
input2:

A=[0 0 0

0 2 1

0 0 0]

output2:



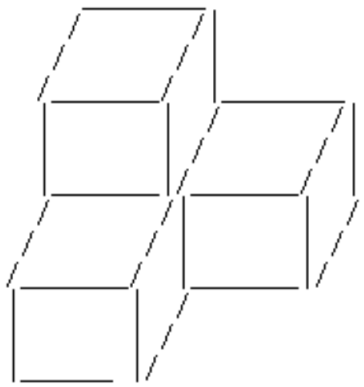
input3:

A=[0 0 0

0 2 1

0 1 0]

output2:



The number in matrix A determines how many cubes should be located in the corresponding position.

Your cube can be different with my ugly cube, as long as it looks like a cube or parallelepiped.

The output should be stored in a txt file.

Goal 1:

Finish this problem when every elements in A less than or equal to 1.

Goal 2:

Finish this problem when there are only disconnected cubes in the second layer.

Goal 3:

Finish this problem when the elements in A is positive or 0.

Goal 4:

Finish this problem when the elements in A can be negative. Negative number means that there are some cubes under the first layer in this position.