

Shapes Program – Simple Version

Create a program that allows the user to choose a shape/pattern (from the list below). Once the user has chosen a shape (either A or B), the application must print the appropriate pattern (with the same dimensions as the shapes below) to the console window.

(A)	(B)
*****	*
*****	**
*****	***
*****	****
*****	*****
*****	*****
*****	*****
*****	*****
*****	*****
*****	*****

Code Hints:

To be able to complete this program, the correct use of nested iteration (loops) is required. Use the **For/Next loop** to achieve this. Consider the following code hints before attempting the application:

Use **one loop** with the following code to produce the height of a pattern:

```
For X = 1 To 10
    WriteLine()
    'Insert other code here
Next X
```

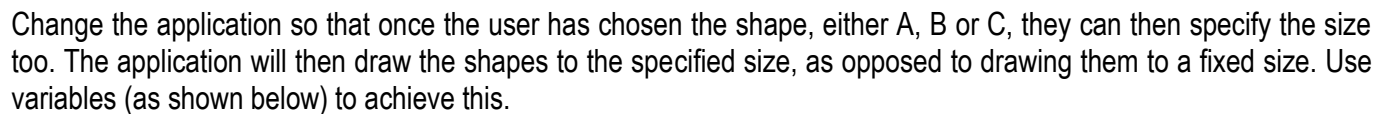
Use **another loop, inside** the previous loop, to produce the width of a pattern; for example:

```
'Start of another LOOP
For Y = 1 To 10
    Write("*")
Next Y
'End of another LOOP
```

Note: 'Write ("*")' will cause the asterisks to be printed side by side as opposed to being printed on a new line.

WARNING: Due to the extreme nature and excruciating difficulty of this task, it should only be undertaken by trained professionals and/or superhuman ‘whizz-kids’. Please be advised that this this activity poses a serious health risk (risk of dehydration, severe headaches and, in some cases, dizziness) and therefore should only be attempted at your own risk!

Add a third shape/pattern choice (shown below) to your application. If the user chooses this shape, the application must print the appropriate pattern (with the same dimensions as the shape below) to the console window.



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