INTERMEDIATE DIVISION
ACSL ASTERISKS

Fig S   Fig H   Fig L   Fig B   Fig T

```
* * * * *    * * * * *    *            * * * *        * * *
* * * * *    * * * *      * *          * * * *        * * *
* * * * *    * * *        * * *        * * * *    * * * * * * *
* * * * *    * *          * * * *      * * * *        * * *
* * * * *    *            * * * * *    * * * *    * * * * * * *
                                                      * * *
                                                      * * *
```
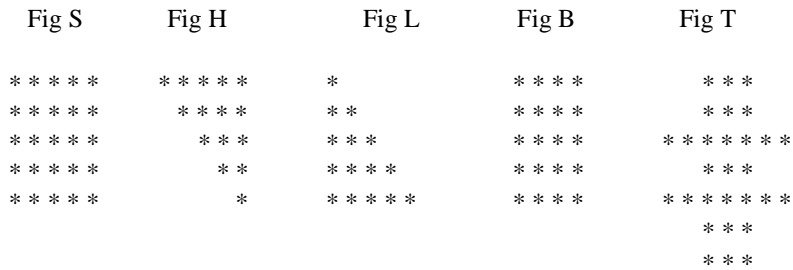
PROBLEM: Given a figure type, its size, and how many to draw across the screen, draw the figures using asterisks. The figures must share boundary asterisks. EXAMPLE: B, 2, 3, 8

```
*  *  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *  *
```

INPUT: There will be 5 lines of input. Each line will have a letter denoting the figure type, one or two integers denoting the size of the figure and a final integer denoting how many figures to draw. Formats are as follows for the figures at the top of the page:

    S, Height, Number – S, 5, 1
    H, Height, Number – H, 5, 1
    L, Height, Number – L, 5, 1
    B, Length, Width, Number – B, 4, 5, 1
    T, Height, Number – T, 3, 1 (The 3 refers to the size of each section of the tic-tac-toe grid formed.)

OUTPUT: Using asterisks, print the figure the number of times indicated. The figure must stay on the screen so that the advisor can check it. The figures must not wrap around to a second line. The output will be a maximum of 80 characters across and 22 characters down.
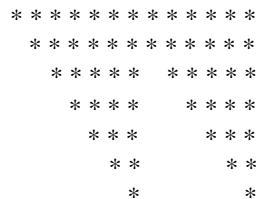
SAMPLE INPUT AND SAMPLE OUTPUT

1. S, 3, 3   2. B, 3, 2, 2   3. H, 7, 2

```
* * * * * * *                 * * * * *              * * * * * * * * * * * * *
* * * * * * *                 * * * * *              * * * * * * * * * * * * *
* * * * * * *                                        * * * * *   * * * * *
                                                     * * * *     * * * *
                                                     * * *       * * *
                                                     * *         * *
                                                     *           *
```

*The basic rules for all ACSL programs are as follows: You must work alone. You have 72 hours to submit a program solution to your team advisor. When the team advisor checks your program with ACSL's test data, the advisor can only RUN your program **once**. All data must be entered in that one execution of your program. If the program stops for any reason, the program may not be started again to enter any remaining data. Your score is based upon 1 point for each correct output in that one execution of the program. Good Luck.*