

**JUNIOR DIVISION
ACSL ASTERISKS**

Fig S	Fig H	Fig L	Fig B
* * *	* * * * *	*	* * * *
* * *	* * * *	* *	* * * *
* * *	* * *	* * *	* * * *
	* *	* * * *	* * * *
	*	* * * * *	

PROBLEM: Given a figure type and its size, draw the figure using asterisks. The output will have a maximum size of 80 characters across and 22 characters down.

INPUT: There will be 5 input lines. Each line will contain a letter denoting the type of figure and either 1 or two integers denoting the dimensions of the figure. Input formats for each figure type are as follows:

S, Height
H, Height
L, Height
B, Length, Width

OUTPUT: Print the figure of the stated size using asterisks. The figure must stay on the screen so that the advisor can check it.

SAMPLE INPUT

1. S, 3
2. H, 5
3. L, 5
4. B, 4, 5

SAMPLE OUTPUT

1. Figure S above
2. Figure H above
3. Figure L above
4. Figure B above

*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.*