

SI@UCF Nested Loop Problem: Printing Out a Tire

You are sick and tired of calculating fuel efficiency, so you decide that your car's computer needs a feature that's more fun. You decide it would be cool to write a program to print out what a tire looks like, at least in two dimensions. There are two pieces of input you receive from the user: the number of "pixels" the outer radius of the tire is, $r1$, and the number of "pixels" the inner radius of the tire is, $r2$. Using these two pieces of information, you are to print out a grid with the size $2*r1+1$ by $2*r1+1$, that displays the wheel. In particular, wheel "pixels" will be designated by the character '*'. These will be the "pixels" that are in between $r2$ and $r1$ "pixels" away from the center of the grid. "Pixels" that are farther away from the center of the grid than this will be represented by the ' ' character. Pixels that are less than $r2$ "pixels" away from the center will represent the tire and will be drawn with the '+' character. Finally, "pixels" that are one pixel or closer to the center of the grid (there will always be five of these), will be drawn with the 'X' character.

Input Specification

1. $r1$, the outer radius, will be a positive integer less than 50.
2. $r2$, the inner radius, will be a positive integer less than $r1$.

Output Specification

1. Wheel characters will be represented by the character '*'.
2. Tire characters will be represented by the character '\$'.
3. Axle characters will be represented by the character '+'.

The "grid" that gets outputted should be indexed from $-r1$ to $r1$, in both rows and columns. The final product should resemble what a wheel looks like, viewed from the side of a car. **Hint: Loop through each grid square, and when you get to that square, decide which character is supposed to be printed based on that square's distance from the center square, (0,0).**

