

```
1  /* Problem 6--G-Man
2     Just a straightforward ASCII Art Problem */
3  import java.io.*;
4  import java.util.*;
5
6  public class prob6 {
7
8     private static Scanner in;
9     private static PrintWriter out;
10    private static int cs;
11
12    public static void main (String[] args) throws Exception {
13
14        in = new Scanner (new File ("prob6.in"));
15        out = new PrintWriter ("prob6.out");
16        cs = 1;
17        int sz; //Read in sz
18        while ((sz = in.nextInt ()) > 0) {
19            out.print ("Case "+(cs++)+"\r\n\r\n");
20            out.print ("+"); //Draw the letter "G"
21            for (int i=0; i < 2*sz-1; i++) out.print ("-");
22            out.print ("\r\n");
23            for (int i=0; i < sz-1; i++) out.print ("|\r\n");
24            out.print ("|");
25            for (int i=0; i < sz-1; i++) out.print (" ");
26            for (int i=0; i < sz-1; i++) out.print ("-");
27            out.print ("+\r\n");
28            for (int i=0; i < sz-2; i++) {
29                out.print ("|");
30                for (int j=0; j < 2*sz-2; j++) out.print (" ");
31                out.print ("|\r\n");
32            }
33            out.print ("+");
34            for (int i=0; i < 2*sz-2; i++) out.print ("-");
35            out.print ("+\r\n\r\n");
36        }
37        in.close ();
38        out.close ();
39    }
40 }
41
```