

```
1  /* Problem 2--Barbie's Dream House
2     This was a standard ASCII art problem with nothing tricky. */
3
4  import java.io.*;
5  import java.util.*;
6
7  public class prob2 {
8
9     private static Scanner in;
10    private static PrintWriter out;
11    private static int cs;
12
13    public static void main (String[] args) throws Exception {
14
15        cs = 1;
16        in = new Scanner (new File ("prob2.in"));
17        out = new PrintWriter ("prob2.out");
18        while (true) {
19            int sz = in.nextInt ();
20            if (sz==0) break;
21            Process (sz);
22        }
23        in.close ();
24        out.close ();
25    }
26
27    /* Draws the dreamhouse of the appropriate size */
28    public static void Process (int sz) {
29
30        out.printf ("Case %d:\r\n",cs++);
31        for (int ln=0; ln < 4*sz;ln++) {
32            out.printf ("|");
33            if (ln < sz) {repchar (' ',ln);out.printf ("\\");}
34            else if (ln < 2*sz) {repchar (' ',2*sz-ln-1);out.printf ("/");}
35            else if (ln < 3*sz) {repchar (' ',ln-2*sz);out.printf ("\\");}
36            else {repchar (' ',4*sz-ln-1);out.printf ("/");}
37            out.printf ("\r\n");
38        }
39        out.printf ("\r\n");
40    }
41
42    /* This method repeats the specified character the specified number of
43       times */
44    public static void repchar (char c, int ct) {
45
46        for (int i=0; i < ct; i++) out.print (c);
47    }
48 }
49
```