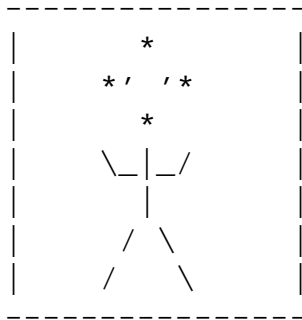


CSE 105, Lab 6, Summer 2006  
cse.unl.edu/~cstrope/csce105su06/lab/lab6

Instructor: Cory Strope

July 31, 2006

1. We have dealt a lot with stick-men. Write a program that will draw a stick-man inside of a box. You should prompt the user to enter the width of the box that the stick-man will be in, as well as the height of the box. You should also output an error if either the height or the width is not large enough to accomodate the stick-man. Otherwise, draw the stick-man inside of the box. For example:



is a stick-man in a box 13 wide and 6 tall. Make your stick-man reasonably well centered in the box.

2. Write a program that displays the equation  $\frac{1}{2} \sin(2x)$  vertically on the screen, as was done in class.