1. [10 pts.] Write the complete C program which request two integers from the user. You may assume that the user will type in exactly integers that are between 1 and 20 inclusive. You then need to have the program draw a rectangle. The first integer given by the user tells the width (side to side) and the second tells the height (top to bottom). Draw the rectangle using the # character to make a completely filled in rectangle. For example, if the numbers given are 3 and 4 (in that order) the application would draw:

```
###
###
###
###
```
2. [10 pts.] Give the exact output of the following C loop. If it never executes or has no output then write “none”. If it is an infinite loop then show its first three lines of output, then write “infinite”.

```c
int x, y;
for (x=4; x > 2; x--)
{
    printf("***%d***\n",x);
    y = 1;
    while (y < x)
        printf("%d ",y++);
    printf("\n");
}
```

3. [20 pts.] Write a complete C program which will read a list of integers from a file (assuming the program was run with input redirection). It will stop reading when it sees a zero. It will find the product of the integers read before the 0.

```
% more in.file
4 2 -1 3 0 9 1

% a.out < in.file
product = -24
```

Your program need not contain any comments but should be written neatly and use good style and logical indentation.