

DrawABox.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 public class DrawABox {
6
7     public static void main(String[] args) {
8         Scanner keyboard = new Scanner(System.in);
9         System.out.println("I can draw a box using stars (*)\nGive me a length followed by a
width, where both are greater than 0");
10
11         int length = keyboard.nextInt();
12         int width = keyboard.nextInt();
13
14         if(length <= 0 || width <= 0)
15         {
16             System.out.println("That is invalid!");
17             System.exit(0);
18         }
19         for(int i=0;i<length;i++)
20         {
21             for(int j=0;j<width;j++)
22             {
23                 System.out.print("*");
24             }
25             System.out.println();
26         }
27     }
28
29 }
30
```