/* PROGRAM Stars 

Name: Gordon Goodguy 
User Name: goodge 
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Instructor: Ed Lamie 
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INPUT: 
The user of this program inputs a 'y' for yes or a 'n' for no. 

OUTPUT: 
This program prints a little message and then repeatedly asks the user if he wants to see a pattern. When the user answers in the affirmative, it prints the pattern and asks the question again. When the user answers with 'n', the program stops. 
PRECONDITIONS and POSTCONDITIONS: None. 
*/ 

#include <iostream.h>

/* 
FUNCTION NAME: PrintMessage ; 
INPUT: none. 
OUTPUT: a message to the user of this program. 
PRECONDITIONS: output set to start on a new line. 
POSTCONDITIONS: output set to start on a new line. 
CALLERS: the main program 
CALLEES: none. 
*/

void PrintMessage()
{
    /* stub action */
    cout << "Here is the message." << endl ;
}

/* 
FUNCTION NAME: MakePattern ; 
INPUT: 
the width of the pattern to be made. It is the number of characters across the middle of the diamond shape. 
OUTPUT: 
a diamond pattern of asterisks on the computer screen or standard output. 
PRECONDITIONS: output set to start on a new line. 
*/
POSTCONDITIONS: output set to start on a new line.
CALLERS: the main program
CALLEES: none

```cpp
void MakePattern(int widthMP)
{
    /* stub action */
    cout << "Now here is the diamond pattern of stars." << endl;
}

main()
{
    char response;
    PrintMessage();
    do
    {
        cout << "Would you like to see a pattern? " ;
        cout << "Answer y or n: " ;
        cin >> response ;
        if (response == 'y') MakePattern(15) ;
    } while (response != 'n') ;
}
```