1. Write a program to display these figures:

First, the program should read in a height and width from the user (two ints).

Remember:
   use a nested loop --
   The inner loop should print one character.
   The outer loop should print one line.

Figure 1 (in this example, height==6, width==4):

    ****
    ****
    ****
    ****
    ****
    ****
    ****

Figure 2 (in this example, height==4, width==5):

```
******
*   *
*   *
*   *
******
```

Figure 3 (in this example, height==5, width isn’t used):

```
----*
---*
---*
---*
---*
---*
---*
---*
---*
```
2. Write a simple program to simulate the dice game of “Craps”.

The program should roll two 6-sided dice and compute the sum. If the sum is 7, it should keep rolling until the sum is something different than a 7. That value is called the “point”.

Once the point is established, the program should keep rolling and printing the results, until either another 7 shows or the point shows again. If a 7 shows, print “You lose!” If the point shows, print “You win!”.