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/*
 * Rectangle3.java
 *
 * Created on Feb 1, 2004
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 *
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 *
 * This program outputs a rectangle of '+'s of width and height
 * provided by the user. (The program is organized with methods.)
 *
 */

import java.util.Scanner;

public class Rectangle3
{
    public static void main(String[] args)
    {
        Scanner keyboard = new Scanner(System.in);

        // Input the width of the rectangle
        int width = inputPositiveInteger(keyboard, "width");

        // Input the height of the rectangle
        int height = inputPositiveInteger(keyboard, "height");

        outputRectangle(width, height);
    }

    private static void outputRectangle(int w, int h)
    {
        // Output height rows of width columns of '+'s
        int row = 0;
        while (row < h)
        {
            outputOneRow(w);
            row = row + 1; // go to the next row
        }
    }

    private static void outputOneRow(int w)
    {
        // Output one row of width '+'s
        int column = 0;
        while (column < w)
        {
            System.out.print('+');
            column = column + 1; // go to the next column
        }
        System.out.println(); // terminate the row
    }

    private static int inputPositiveInteger(Scanner in, String name)
    {
        // Input a positive integer
        System.out.print("Enter " + name + " > 0: ");
        int i = in.nextInt();

        // Make sure the number entered by the user is positive
    }
}

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    while (i <= 0)
    {
        System.out.println("Error: positive integer expected");
        System.out.print("Enter " + name + " > 0: ");
        i = in.nextInt();
    }

    return i;
}
}
```