1. Write a function that displays at the left margin of the screen a solid square of asterisks whose side is specified in the integer parameter `side`. For example, the function displays the following if `side = 4`. Write a main program to exercise your function and show that it works.

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

2. Modify program 1 above to accept a second parameter `c` which is a `char` type which specifies what type of character is to be used for the fill character. For example, if `side = 5` and `c = '%'`, your program should display the following:

```
%%%%%
%%%%%
%%%%%
%%%%%
%%%%%
```

3. Write a function which determines whether or not an argument called `number` is prime. A prime number is one that can be evenly divided only by 1 and itself. Use your function with a main program to print all of the prime numbers between 1 and 10,000. Your function should be of type `bool` and it should return true if and only if `number` is prime.

4. Write a function which accepts three `doubles` and returns the smallest of the three. The prototype for your function would look like this:

```cpp
double GetSmallest(double a, double b, double c);
```

Write a main program to exercise your function and verify that it works correctly.