

O código

1ª proposta do DrawBox (dado um texto, envolve-o numa caixa).

```
function DrawBox
{
    string="$*"
    tamanho=${#string}
    tput setaf 4; printf "\e(0\x6c\e(B"
    for i in $(seq $tamanho)
        do printf "\e(0\x71\e(B"
    done
    printf "\e(0\x6b\e(B\n"; tput sgr0
    tput setaf 4; printf "\e(0\x78\e(B"
    tput setaf 1; tput bold; echo -n $string; tput sgr0
    tput setaf 4; printf "\e(0\x78\e(B\n"; tput sgr0
    tput setaf 4; printf "\e(0\x6d\e(B"
    for i in $(seq $tamanho)
        do printf "\e(0\x71\e(B"
    done
    printf "\e(0\x6a\e(B\n"; tput sgr0
}
```

Proposta final do DrawBox:

```
function DrawBox
{
    string="$*"
    tamanho=${#string}
    tput setaf 4; printf "\e(0\x6c\e(B"
    for i in $(seq $tamanho)
        do printf "\e(0\x71\e(B"
    done
    printf "\e(0\x6b\e(B\n"; tput sgr0
    tput setaf 4; printf "\e(0\x78\e(B"
    tput setaf 1; tput bold; echo -n $string; tput sgr0
    tput setaf 4; printf "\e(0\x78\e(B\n"; tput sgr0
    tput setaf 4; printf "\e(0\x6d\e(B"
    for i in $(seq $tamanho)
        do printf "\e(0\x71\e(B"
    done
    printf "\e(0\x6a\e(B\n"; tput sgr0
}
```

A tabela de caracteres especiais:

O printf	Produz
<code>\e(0\x6c\e(B</code>	┌
<code>\e(0\x71\e(B</code>	-
<code>\e(0\x6b\e(B</code>	└
<code>\e(0\x78\e(B</code>	
<code>\e(0\x6d\e(B</code>	L
<code>\e(0\x6a\e(B</code>	J