using System;

namespace DrawPyramid

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine("Enter the height of the triangle:");

int x = Convert.ToInt32(Console.ReadLine());

for (int i = 1; i<= x; i++)

{

for (int j = 1; j <= (x - i); j++)

Console.Write(" ");

for (int t = 1; t <i \* 2; t++)

Console.Write("-");

Console.WriteLine();

}

Console.ReadLine();

}

}

}