Assignment I – Description

Question 3: Create a program to display an equilateral triangle using asterisk (*) symbol.

- Starting with def triangle.
- Using for loop with range() function.
- At last, receiving input from the user with the help of input() function.

Question 4: Create a program to display a sandglass pattern using asterisk (*) symbol.

- Starting with getting the input from the user.
- Using for loop with range() function.
- Using three set of variables in two times such as i, j, k.
- Establishing print() function twice.