5 Pascal Triangle Art

Matilda and Gwyneth are creating an art collection for their first mathematical art show. They recently learned about a method to create pictures using a numerical sequence called Pascal's triangle. This sequence is usually written in the shape of a triangle. Here are the first five rows of Pascal's triangle:

```
    1
   1 1
  1 2 1
 1 3 3 1
1 4 6 4 1
```

Each row is created by adding neighboring pairs on the row above. For this purpose, you can imagine a temporary 0 on each side of the row.

Help Matilda and Gwyneth by making an ASCII art image by making a program to create some number of rows in the triangle, replacing each number with text characters. The characters will be chosen based on whether the number is evenly divisible by some integer, for example 2 or 3.

The input will contain two lines, with one integer per line. The first number, $1 \leq N \leq 100$ is how many lines of the triangle to generate. The second number, $2 \leq M \leq 10$, is the modulus.

The output will contain N lines. Each line will be a representation of the row in Pascal's triangle, with the first row on top. The first row will be proceeded by $N - 1$ spaces; the second row by $N - 2$ spaces; and so forth. Each number in a row will be represented by two asterisk characters or two space characters, with no spaces between numbers. If the number in the row is not evenly divisible by M, then use the asterisks, otherwise use the spaces.

Note: The ↵ symbol in the examples below represents a newline character.

Sample Input

```
8↵
2↵
```

Sample Output

```
       **↵
      ****↵
     **  **↵
    ********↵
   **      **↵
  ****    ****↵
 **  **  **  **↵
```

**********↵

Sample Input

25↵
5↵

Sample Output