check50

cs50/problems/2021/x/mario/more

:) mario.c exists

Log

```
checking that mario.c exists...
```

:) mario.c compiles

Log

```
running clang mario.c -o mario -std=c11 -ggdb -lm -lcs50...
```

:) rejects a height of -1

Log

```
running ./mario...
sending input -1...
checking that input was rejected...
```

:) rejects a height of 0

Log

```
running ./mario...
sending input 0...
checking that input was rejected...
```

:) handles a height of 1 correctly

Log

```
running ./mario...
sending input 1...
```

:) handles a height of 2 correctly

Log
```
running ./mario...
sending input 2...
```

:) handles a height of 8 correctly

Log
```
running ./mario...
sending input 8...
```

:) rejects a height of 9, and then accepts a height of 2

Log
```
running ./mario...
sending input 9...
checking that input was rejected...
sending input 2...
```

:) rejects a non-numeric height of "foo"

Log
```
running ./mario...
sending input foo...
checking that input was rejected...
```

:) rejects a non-numeric height of ""

Log
```
running ./mario...
sending input ...
checking that input was rejected...
```