

Drinking Straw

Description

You will write a Python program to implement the ASCII cocktail glasses below using two parameters `glass_size` as the size of the cocktail glass and `straw_pos` as the position of the straw. Your code will draw a cocktail that decreases as you drink it through a straw. One example run is given at the bottom of this page. You can find other example runs in the "example_runs.txt" file. Please make sure you follow these rules in your implementation::

- We provided two lines of code to take input from the user: first `glass_size` and then `straw_pos`.
- Assume that `straw_pos` will not be greater than `glass_size*2` (`straw_pos <= glass_size*2`).
- `straw_pos` and `glass_size` will be strictly greater than zero (`straw_pos > 0` and `glass_size > 0`).

Example:

Input:

3
4

Output:

```
0
 0
  0
   0
\*****/
 \****/
  \**/
   --
   ||
   ||
   ||
0
 0
  0
   0
\  0 /
 \****/
  \**/
   --
   ||
   ||
   ||
0
 0
  0
   0
\  0 /
 \ 0/
  \**/
   --
   ||
   ||
   ||
```