# Софтуниада 2024

## Задача 02. Шампионска купа

Да се напише програма, която прочита от конзолата **цяло четно число** **n** и чертае **шампионска** **купа** с размери като в примерите по-долу. Ширината на фигурата е **5 \* n.**

### Вход

Входът е **цяло, четно число** **n** в интервала [**6**…**100**].

### Изход

Текстови редове, изобразяващи **шампионска** **купа**, точно както в примерите.

### Примерен вход и изход

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| **Вход** | **JS Вход** | **Изход** |
| 6 | (['6']) | ......##################......  .......################.......  ........##############........  .........#..........#.........  ..........#........#..........  ...........#......#...........  ............#....#............  ............######............  ..........##########..........  ..........##########..........  ..........##########..........  ..........D^A^N^C^E^..........  ..........##########..........  ..........##########..........  ..........##########..........  ..........##########.......... |

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| --- | --- | --- |
| **Вход** | **JS Вход** | **Изход** |
| 8 | (['8']) | ........########################........  .........######################.........  ..........####################..........  ...........##################...........  ............#..............#............  .............#............#.............  ..............#..........#..............  ...............#........#...............  ................#......#................  ................########................  ..............############..............  ..............############..............  ..............############..............  ..............############..............  ...............D^A^N^C^E^...............  ..............############..............  ..............############..............  ..............############..............  ..............############..............  ..............############.............. |