Lab Goal : This lab was designed to teach you how to use a grid and more about the GridWorld case study. You will need a copy of the GridWorld quick reference.

Lab Description :   Create a Pascal's triangle the size of any number given.
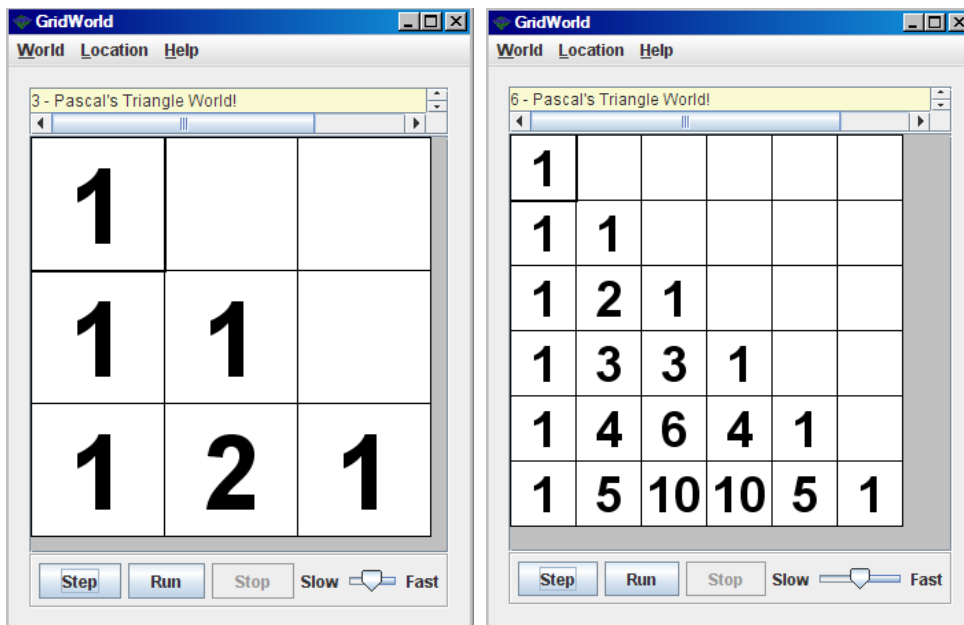
Sample Data :

3
6
7
2
4
5

Sample Output :

algorithm help

Basic Pascal's triangle rules are as follows. The first and last values of the row are always 1. The other values in the row are computed using the following formula :
The ith value in the row = (i–1)st value of the previous row + the ith value in the previous row.
For instance, the second value of the 4th row is 3 because the 1st and 2nd values of the 3rd row are 2 and 1.

```
//BONUS +30
//OUTPUT EACH TRIANGLE
//AS AN EQUILATERAL TRIANGLE

              1
            1   1
          1   2   1
        1   3   3   1
      1   4   6   4   1
    1   5   10  10   5   1
```

© A+ Computer Science – GridWorld - www.apluscompsci.com