

Mario

World 1-1

Toward the end of World 1-1 in Nintendo's Super Mario Brothers, Mario must ascend right-aligned pyramid of blocks, a la the below.



Let's recreate that pyramid in C, albeit in text, using hashes (#) for bricks, a la the below. Each hash is a bit taller than it is wide, so the pyramid itself is also be taller than it is wide.

```
#
##
###
####
#####
#####
#####
#####
#####
```

The program we'll write will be called `mario`. And let's allow the user to decide just how tall the pyramid should be by first prompting them for a positive integer between, say, 1 and 8, inclusive.

Here's how the program might work if the user inputs `8` when prompted:

```
$ ./mario
Height: 8
#
##
###
####
#####
#####
#####
#####
```

Here's how the program might work if the user inputs when prompted:

```
$ ./mario
Height: 4
#
##
###
####
#####
```

Here's how the program might work if the user inputs when prompted:

```
$ ./mario
Height: 2
#
##
```

And here's how the program might work if the user inputs when prompted:

```
$ ./mario
Height: 1
#
```

If the user doesn't, in fact, input a positive integer between 1 and 8, inclusive, when prompted, the program should re-prompt the user until they cooperate:

```
$ ./mario
Height: -1
Height: 0
Height: 42
Height: 50
Height: 4
#
##
###
####
#####
```