def triangle():

print("\n")

rows = 10

for i in range(rows):

print("\*"\*(i+1))

print("\n")

def square():

print("\n")

rows = 10

columns = 20

for i in range(1, rows+1):

for j in range(1, columns+1):

if (i == 1 or i == rows or

j == 1 or j == columns):

print("\*", end="")

else:

print(" ", end="")

print()

print("\n")

def rTriangle():

print("\n")

rows = 10

for i in range(rows):

print("\*"\*(rows-i))

print("\n")

def bowtie():

print("\n")

num = 11

center = (num - 1)//2

for row in range(num):

spaces = 2\*abs(row - center)

stars = num - spaces

print(stars\*'\*' + 2\*spaces\*' ' + stars\*'\*')

print("\n")

def exit():

bye = print("\nSee ya!")

return bye

def switch(option):

func = switcher.get(option, "Invalid Option")

return func()

switcher = {

1: triangle,

2: square,

3: rTriangle,

4: bowtie,

5: exit

}

def main():

num = 0

while num != 5:

print("1. Triangle\n2. Square\n3. Reverse Triangle\n4. Bowtie\n5. Exit")

num = input("Please choose a shape to print: ")

if (num.isdigit()):

num = int(num)

if 1 <= num <= 5:

switch(num)

else:

print("\nPlease enter a number on the list!\n")

else:

print("\nPlease only enter numbers!\n")

main()