

# Mario



Implement a program that prints out a half-pyramid of a specified height, per the below.

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

## Specification

Write, in a file called `mario.py` in `~/pset6/mario/less/`, a program that recreates the half-pyramid using hashes ( `#` ) for blocks, exactly as you did in [Problem Set 1](#), except that your program this time should be written (a) in Python and (b) in CS50 IDE.

To make things more interesting, first prompt the user with `get_int` for the half-pyramid's height, a positive integer between `1` and `8`, inclusive.

If the user fails to provide a positive integer no greater than `8`, you should re-prompt for the same again.

Then, generate (with the help of `print` and one or more loops) the desired half-pyramid.

Take care to align the bottom-left corner of your half-pyramid with the left-hand edge of your terminal window.

## Usage

Your program should behave per the example below.

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

## Testing

No `check50` for this problem, but be sure to test your code for each of the following.

Run your program as `python mario.py` and wait for a prompt for input. Type in `-1` and press enter. Your program should reject this input as invalid, as by re-prompting the user to type in another number.

Run your program as `python mario.py` and wait for a prompt for input. Type in `0` and press enter. Your program should reject this input as invalid, as by re-prompting the user to type in another number.

Run your program as `python mario.py` and wait for a prompt for input. Type in `1` and press enter. Your program should generate the below output. Be sure that the pyramid is aligned to the bottom-left corner of your terminal, and that there are no extra spaces at the end of each line.

```
#
```

Run your program as `python mario.py` and wait for a prompt for input. Type in `2` and press enter. Your program should generate the below output. Be sure that the pyramid is aligned to the bottom-left corner of your terminal, and that there are no extra spaces at the end of each line.

```
#
##
```

Run your program as `python mario.py` and wait for a prompt for input. Type in `8` and press enter. Your program should generate the below output. Be sure that the pyramid is aligned to the bottom-left corner of your terminal, and that there are no extra spaces at the end of each line.

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

Run your program as `python mario.py` and wait for a prompt for input. Type in `9` and press enter. Your program should reject this input as invalid, as by re-prompting the user to type in another number. Then,

type in `2` and press enter. Your program should generate the below output. Be sure that the pyramid is aligned to the bottom-left corner of your terminal, and that there are no extra spaces at the end of each line.

```
#  
##
```

Run your program as `python mario.py` and wait for a prompt for input. Type in `foo` and press enter. Your program should reject this input as invalid, as by re-prompting the user to type in another number.

Run your program as `python mario.py` and wait for a prompt for input. Do not type anything, and press enter. Your program should reject this input as invalid, as by re-prompting the user to type in another number.