**Mario**

Toward the beginning of World 1-1 in Nintendo’s Super Mario Brothers, Mario must hop over adjacent pyramids of blocks, per the below.

A picture containing graphical user interface

Description automatically generated

I recreated those pyramids in Java, albeit in text, using hashes (#) for bricks. Each hash is a bit taller than it is wide, so the pyramids themselves are also be taller than they are wide.

The program I wrote is called mario. Users are allowed to decide just how tall the pyramids 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:

Table

Description automatically generated

Text

Description automatically generated with low confidenceHere’s how the program might work if the user inputs 2 when prompted:

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:

Table

Description automatically generated