This is CS50x

OpenCourseWare

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Mario

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

```
$ python mario.py
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 in Python.
- 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.

```
$ python mario.py
Height: 4
   #
  ##
 ###
####
```

Testing

While `check50` is available for this problem, you're encouraged to first test your code on your own 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.

Execute the below to evaluate the correctness of your code using `check50`. But be sure to compile and test it yourself as well!

```
check50 cs50/problems/2021/x/sentimental/mario/less
```

Execute the below to evaluate the style of your code using `style50`.

```
style50 mario.py
```

This problem will be graded only along the axes of correctness and style.

How to Submit

Execute the below, logging in with your GitHub username and password when prompted. For security, you’ll see asterisks (`*`) instead of the actual characters in your password.

```
submit50 cs50/problems/2021/x/sentimental/mario/less
```