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| // include the libraries that contain functions I will be using  #include <stdio.h>  #include <cs50.h>  #include <math.h>    int main (void)  {  // start by getting an integer  int i;  printf("What is the half pyramid's height? ");  i = GetInt();    // if the integer is not between 0 and 23, notify the user of the bounds and re-prompt for pyramid's height  while (i >=24 || i < 0)  {  printf("The half pyramid's height must be a non-negative integer < 24.\n");  printf("What is the half pyramid's height? ");  i = GetInt();  }    // create the pyramid  for (int h = 0; h < i; h++)  {  // print spaces  for (int r = 2; r <= i - h; r++)  {  printf(" ");  }    // print hash tags  for (int r = 0; r <= h + 1; r++)  {  printf("#");  }    // print new line  printf("\n");  }    // return 0 to indicate no error has occured  return 0;  } |