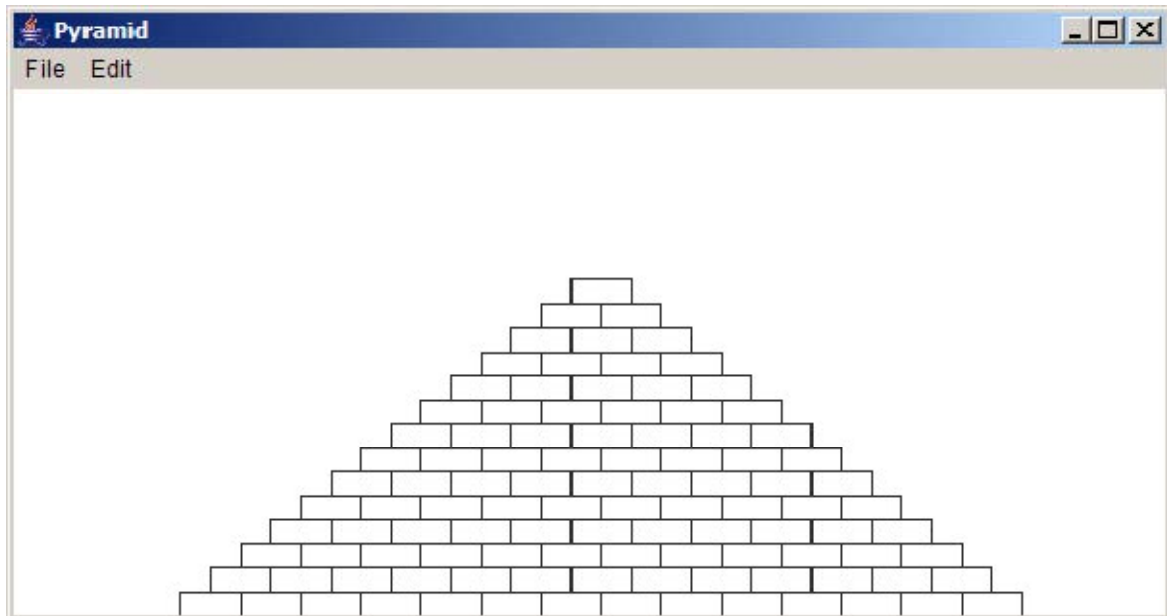


Pyramid ->

Write a **GraphicsProgram** subclass that draws a pyramid consisting of bricks arranged in horizontal rows, so that the number of bricks in each row decreases by one as you move up the pyramid, as shown in the following sample run:



The pyramid should be centered at the bottom of the window and should use constants for the following parameters:

BRICK_WIDTH The width of each brick (30 pixels)

BRICK_HEIGHT The height of each brick (12 pixels)

BRICKS_IN_BASE The number of bricks in the base (14)

The numbers in parentheses show the values for this diagram, but you must be able to change those values in your program.