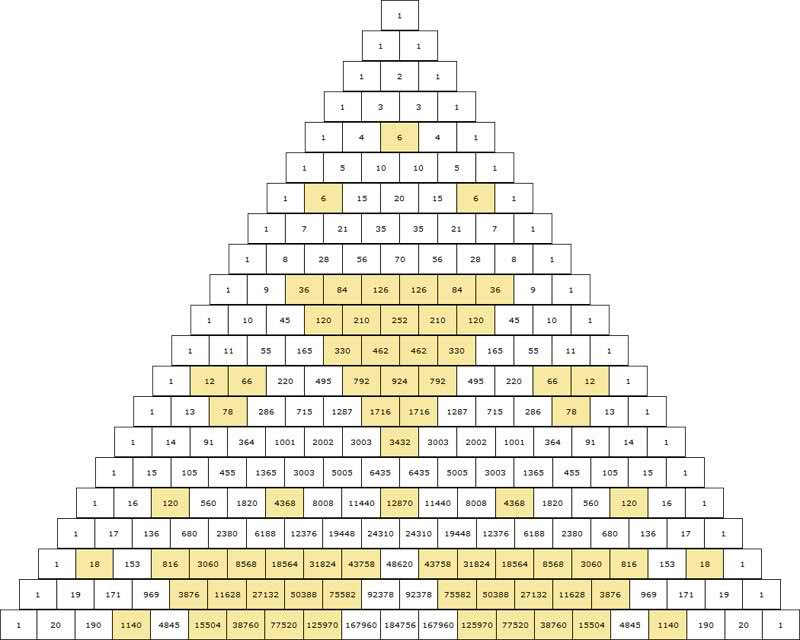
**What the program does, and how it runs:**

This program calculates any combination or permutation on Pascals’ triangle, up to 18 rows. This is sufficient for any calculation required in an intro discrete math course. I decided on creating this program because I am currently in intro to discrete math! The program asks the user if they want to calculate a permutation or combination, and then the two numbers they would like to do the calculation on. It then uses those two numbers as the instance variables for either a permutation or combination object - depending on what the user wants to calculate. Once the object is created, a method is called to calculate the answer, and then output it back to the user. Due to limitations on math with really large numbers in Java, there is also a built-in exception which will be thrown if the number is too large for the program to handle. This only happens after 18 rows on the triangle.

**How to run the program:**

To run this program, you run the main() class, which will ask you to enter either “P” for permutation or “C” for calculation. If you enter something else, an error message will print and the program will stop running. Next, it will ask you for the N and K values you want to use. As long as the N value isn’t over 18, the program will not throw an exception and execute the result of the calculation you want to run.

**Pascal’s Triangle**

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