

Toward the end of World 1-1 in Nintendo's Super Mario Brothers, Mario must ascend the right-aligned pyramid of blocks, like below.



This program recreates that pyramid in C, albeit in text, using hashes (#) for bricks, like below. Each hash is a bit taller than it is wide, so the pyramid itself will also be taller than it is wide.

```
  #  
 ##  
###  
####  
#####  
#####  
#####  
#####  
#####
```

The user can decide just how tall the pyramid should be entering a positive integer between 1 and 8 inclusive.