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// Yannique Hecht
// HARVARD CS50 Week 1 - Mario - Draw a Pyramid based on user's input
```

```
height
#include <cs50.h>
#include <stdio.h>
```

```

    [REDACTED]
[REDACTED]
    [REDACTED]
    [REDACTED]
    [REDACTED]
        //get user input
        [REDACTED]
    [REDACTED]
        //specify user input range
        [REDACTED]

        //define pyramid's height
        [REDACTED]
    [REDACTED]

        //create space
        [REDACTED]
        [REDACTED]
        [REDACTED]

        //create hashtags
        [REDACTED]
        [REDACTED]
            //generate output
            [REDACTED]
        [REDACTED]
        [REDACTED]
    [REDACTED]
[REDACTED]
```