

mario



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

# TODO

- prompt and validate user input
- draw the half pyramid

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- draw the half pyramid

# prompt user

C

- `get_int`
- `#include <cs50.h>`

python

- `get_int`
- `import cs50`

# validate input

C

```
do
{
    // something happens
}
while (condition);
```

Python

# validate input

C

```
while (condition)
{
    // something happens
}
```

Python

```
while condition:
    # something happens
```

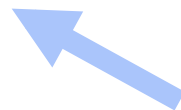
# “do-while” loop

```
while True:  
    # prompt user  
    if condition:  
        break
```

← executes at  
least once

# “do-while” loop

```
while True:  
    # prompt user  
    if condition:  
        break
```



checks  
condition



# compound conditional expressions

C

```
if (bool1 || bool2)
```

```
if (bool1 && bool2)
```

Python

```
if bool1 or bool2:
```

```
if bool1 and bool2:
```

# TODO

- prompt and validate user input
- draw the half pyramid

# draw the half pyramid

- for every row...
  - print spaces
  - print hashes
  - print a new line

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

# draw the half pyramid in C

```
for (int i = 0; i < height; i++)  
{  
    // print spaces  
    // print hashes  
    // print new line  
}
```

# draw the half pyramid in python

```
for i in range(height):  
    # print spaces  
    # print hashes  
    # print new line
```

# print()

```
# print something with a newline  
print("hello, world")
```

```
# print something without a newline  
print("hello, world", end="")
```

```
# print something 50 times  
print("#" * 50)
```

```
# print newline  
print()
```

# TODO

- ☑ prompt and validate user input
- ☑ draw the half pyramid

this was mario