

Draw Triangle

Problem Description:

Write a program that reads in the size of a triangle and then prints a hollow triangle of that size out of asterisks and blanks. Your program should work for triangles of all sizes between 1 and 20. When the user enters the triangle size, make sure it is a number from 1 to 20. If it is not a valid number, ask the user to re-enter the number. Allow the user to draw as many triangles as they would like before ending the program. Note: due to the character size, the triangle will not actually look like a right triangle, this is OK.

Example Output:

```
Enter the triangle size: 25
Size must be between 1 and 20, Enter the triangle size: 5
*
**
* *
*  *
*****

Would you like to draw another triangle (Y or N): Y
Enter the triangle size: 1
*

Would you like to draw another triangle (Y or N): Y
Enter the triangle size: 3
*
**
***

Would you like to draw another triangle (Y or N): N
End program.
```

Required Test Cases:

```
1
2
3
10
20
25 (when it fails, put in 5)
```

Skills:

•Var •Con I/O •Format •Logic •Loops ◦Functions ◦Call by Ref ◦File I/O ◦Arrays ◦Strings ◦GM