# Pygame Assignment - pyGame Nested Loop Practice

In class you saw python Turtle code to print out a chessboard. Now, you'll practice the same idea in pyGame by drawing various designs similar to the star patterns from yesterday in pyGame!

Part A - Block Pyramid
Write a program that asks the user to enter a positive integer n, and then displays in pyGame, a pyramid of n rows of blocks, where each block is a 50 x 50 pixel square, with width 2. The first row should have a single centered block, the next row three centered blocks, until the last row has 2n-1 blocks.

Part B - Alternate Block Pyramid
Same as the previous part, but since we are now doing graphics, we can "interleave" the blocks. So, put 1 block on row 1, 2 blocks on row 2 and so forth. Still use 50 x 50 pixel blocks with a width of 2. Here is a picture with the user input n = 8:
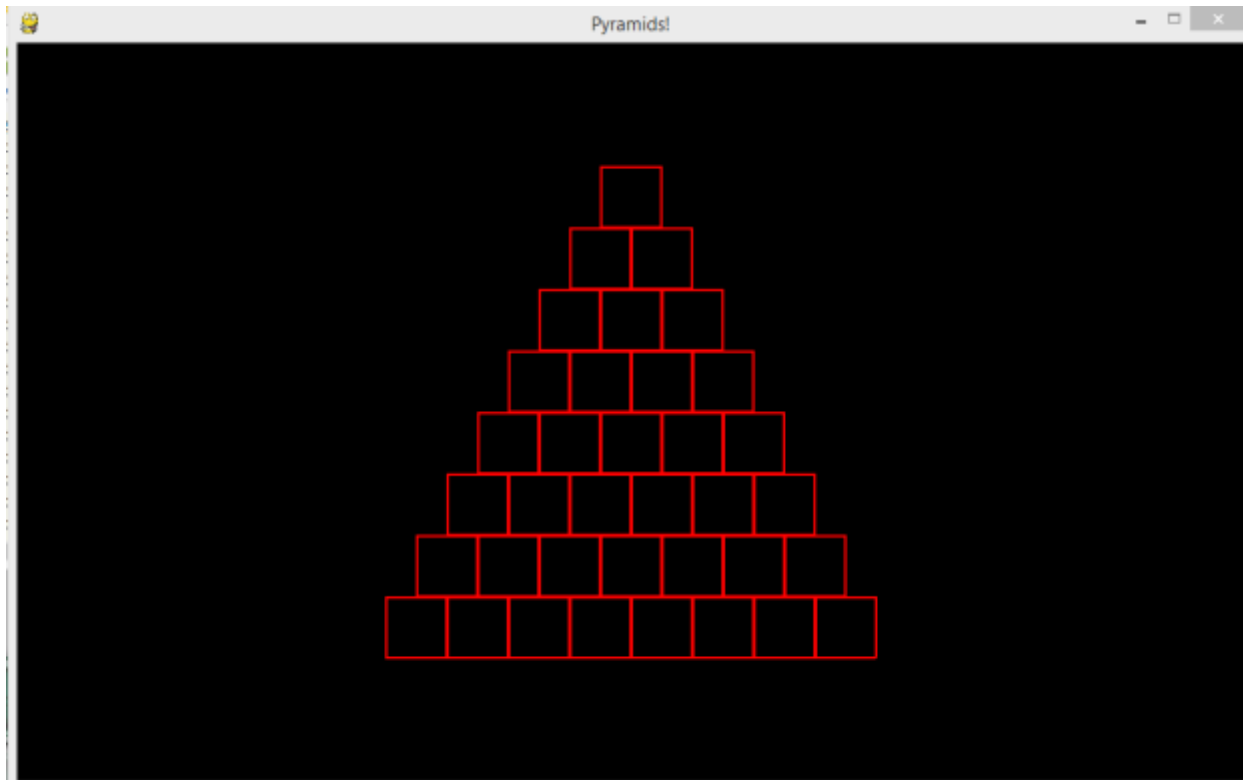
Part C - Diamonds! (optional)
Edit your program from part B so that it prints out the first n-1 rows of the design, but flipped, afterwards, so that the whole design looks like diamond made out of square bricks. Feel free to play around with the color and the shape of the bricks.