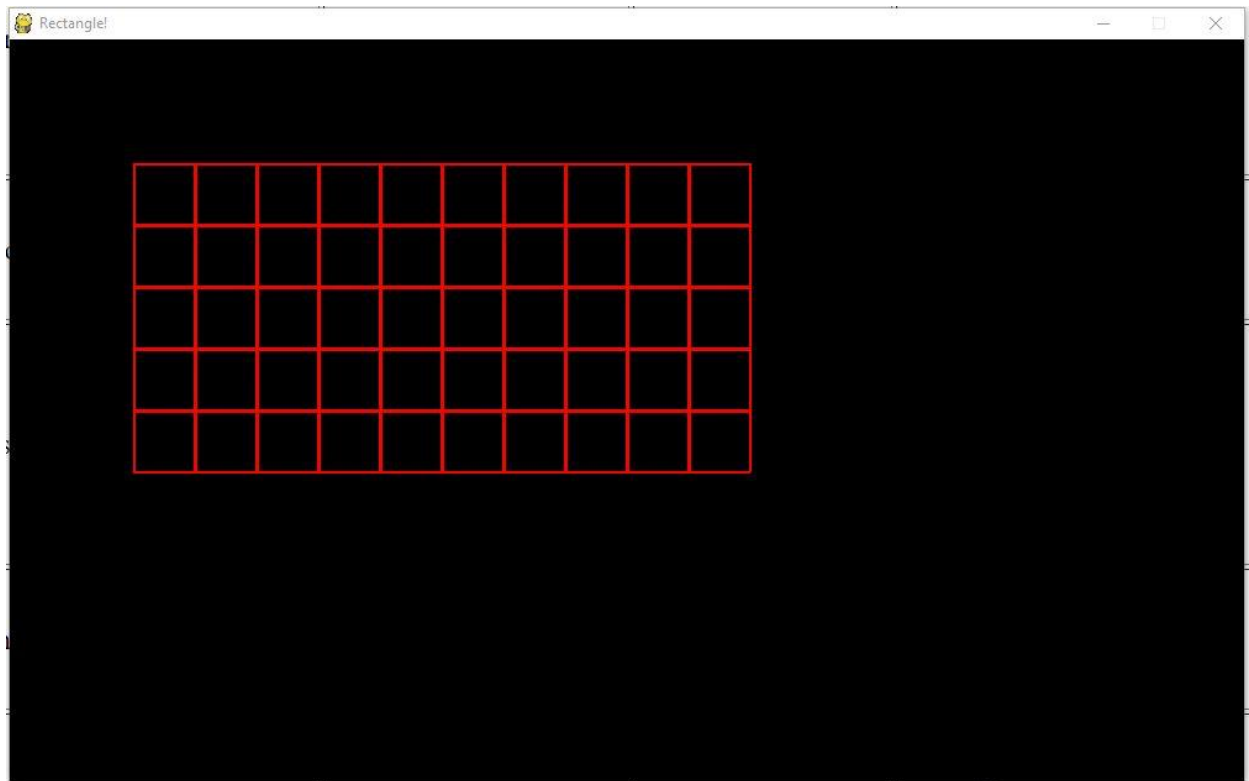# Pygame Assignment - pyGame Nested Loop Practice (Version A)

To get practice with both pyGame and nested loops, please write the following programs to print out designs that are best designed using nested loops.

Part A - Rectangle

Write a program that asks the user to enter two positive integers, *height* and *width*, and then displays in pyGame, a rectangle that is *height* rows of blocks tall, where each block is a 50 x 50 pixel square, with width 2, and where each row has *width* number of blocks. Choose the color and location of your drawing as you see fit. Here is a screenshot for height 5, width 10:

Part B – Steps to Climb

Write a program that asks the user to enter a single positive integer, **n,** representing the number of steps to climb and create a design out of 50 x 50 pixel blocks (width 2 again), that goes from left to right, where the left most column has one block, the next column has two blocks, …, and the last column has **n** blocks. This should appear as a staircase that someone walks up, from left to right. Here is a screen shot for n = 10 steps: