

Exercise 13: Pyramids

Write a program that prints pyramids:

```
pyramid(1):
*

pyramid(2):
*
***

pyramid(3):
*
**
***
****

pyramid(4):
*
**
***
****
*****

pyramid(5):
*
**
***
****
*****
*****
*****
```

Hint: Define and use a method, `pyramid`, that takes an integer and prints the corresponding pyramid.

Exercise 14: Triangles

Use the method consisting of the phases analysis, design, implementation, and testing (described in section 3.9 and the overheads) to develop a program that reads the lengths of the sides in a triangle and prints which kind of triangle it is.

Exercise 15: Guess my name

Write a program where the user must guess your name: The program should keep asking for a name until your name has been guessed. When a guess is wrong, the program should help by telling whether your name is alphabetically before or after the wrong name.