CSC 355 PROJECT 2
PASCAL'S TRIANGLE

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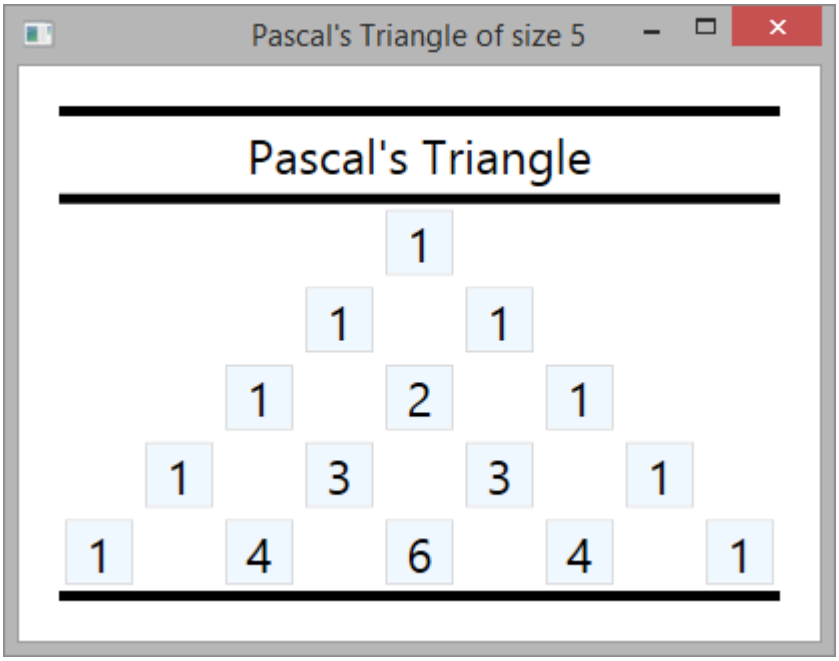
The well known Pascal's triangle is a triangular pattern of integers that gives the values $\binom{n}{k}$, the number of ways to select a subset of size k from a set with n elements. A Pascal's triangle of size n can be viewed as an equilateral triangle of size n. It has n rows; with row r having r numbers, where $r = 1, \ldots, n$.

In this project, you will write a program that asks the user to enter a positive integer n and then displays a WPF `Grid` in `Window`. The grid will in turn display a Pascal's triangle of size n, together with some text and some lines, as shown in The figure.

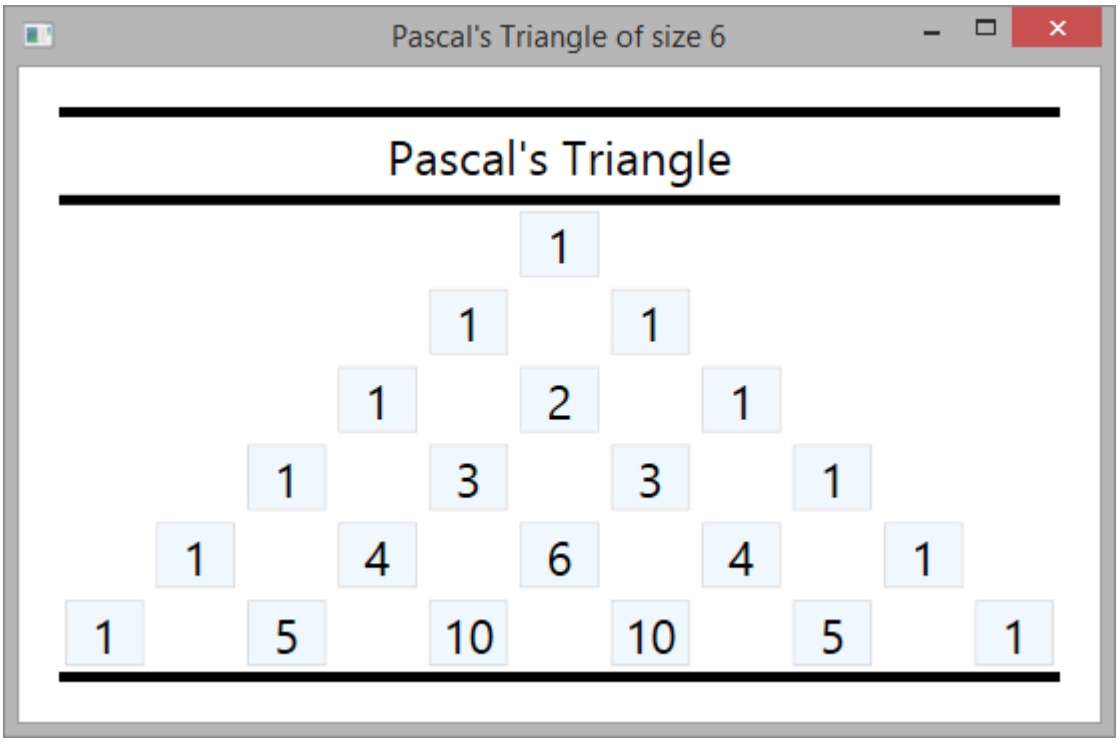


One possibility is for you to use a `TextBlock` to hold the numbers. TextBlocks have no borders, so they give a rather plain look to the program's user interface. You can make the user interface look a little nicer if you put your `TextBlock` objects in a `Border` UIElement. Feel free to use the following class

```
class MyBorder : Border
   {
       public MyBorder(TextBlock tb)
       {
           this.Background = Brushes.AliceBlue;
           this.BorderBrush = Brushes.Gainsboro;
           this.BorderThickness = new Thickness(1);
           this.Child = tb;
```

```
            this.Margin = new Thickness(3);
        }
    }
```

Here is another example of the same program, with a different input size:



Due Date is Friday of Week 3.