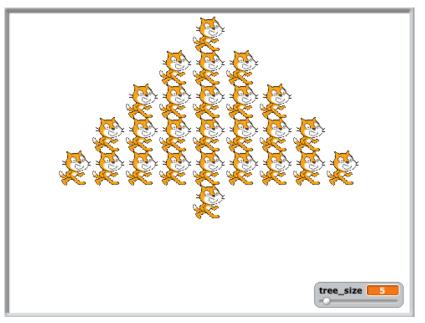# Nested Loops: The Tree Problem

Intro

A sprite in your Scratch program will stamp itself multiple times to draw a tree of the size specified by a number slider. For example, if the user sets the slider to 5 and runs your program, the screen should display output similar to the one shown in the image in the 'details' section.

Analysis

Size 4 tree					Size 3 tree			
Line		Spaces	Asterisks		Line		Spaces	Asterisks
1	*	3	1		1	*	2	1
2	* * *	2	3		2	* * *	1	3
3	* * * * *	1	5		3	* * * * *	0	5
4	* * * * * * *	0	7		4	*	2	1
5	*	3	1					

	size - line	2 * line - 1

size - line	2 * line - 1

Trunk spacing is always size - 1

Details

The image at the left is a sample solution. Your program does NOT have to look exactly like this.

You can choose the kind of sprite, the spacing between sprites, whether or not your tree is centered and where the slider is.

What is important is that you have regular spacing, the correct number of sprites per line and the correct number of lines in your trees.