int _tmain(int argc, _TCHAR* argv[])
{
    double base, height, ratio;
    float tileSize;
    int temp;
    int numTiles;  numTiles = 0;
cout << "Enter size of tile: ";
cin >> tileSize;
cout << "Enter base of triangle: ";
cin >> base;
cout << "Enter height of triangle: ";
cin >> height;
ratio = base/height;

while (height > 0)
{
// for each row, calculate the number of whole tiles
// and the number of partial tiles
    temp = (int) base/tileSize;
    numTiles = numTiles + temp;
    if ((base - temp*tileSize) > 0) numTiles++;
    height = height - tileSize;
    base = height*ratio;
    cout << " " << numTiles << " " << height << " " << base;
}
cout << "\nNumber of Tiles is " << numTiles;

return 0;
}