

Practice 5 $\frac{1}{2}$: Creating a Table

Create a multiplication table, like you learned in school. Assume that `MAX` is a constant that stores the maximum multiplier to be considered. For example, if `MAX` is 5, your code should print out something like the following.

1	2	3	4	5
2	4	6	8	10
3	6	9	12	15
4	8	12	16	20
5	10	15	20	25