

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 |