

Loops

Create a simple interface like this:

STARS! HASHES!

The user can enter a number in the text box, and press either “Stars” or Hashes” button.

If the Stars button is pressed, the following pattern will be printed in the console (examples are for 1, 2, 3, 8, and 12). If a valid integer less than 1 is entered, nothing is printed. If anything greater than 20 is entered, nothing is printed. Anything between 1 and 20 will print the pattern as shown. Anything not a valid integer will show an error in the console saying “sorry, that’s not a valid integer.”

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```

If the Hashes button is pressed, the following pattern will be printed in the console (examples are for 1, 2, 3, 4, 8, and 12). If a valid integer less than 1 is entered, nothing is printed. If anything greater than 20 is entered, nothing is printed. Anything between 1 and 20 will print the pattern as shown. Anything not a valid integer will show an error in the console saying “sorry, that’s not a valid integer.”

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You do not need to worry about css or making a styled web page, this is just a console application.

You must write three functions as follows

- `getNumber()` which gets the number from the text box.
 - If the number is an integer greater than 20, return 0.
 - If the number is an integer less than 1, return 0.
 - If the 'number' is not an integer at all, return -1.
- `stars()`
 - Calls `getNumber()` to get the number.
 - Writes the pattern or an error message as described above.
 - Hint: nothing happens if it's a valid number in the text box outside the range 1 to 20 but an error message is printed if `getNumber()` returns a -1.
- `hashes()`
 - Calls `getNumber()` to get the number.
 - Writes the pattern or an error message as described above.
 - Hint: nothing happens if it's a valid number in the text box outside the range 1 to 20 but an error message is printed if `getNumber()` returns a -1.