

C1: Squares

This code creates a triangle of whatever size you like in the textArea named 'output'.

The image shows a Scratch project titled "What Size Triangle?". It features a stage with a grey background and a script area on the right. A dialog box titled "studio.code.org says:" is open, asking "How big?" with a text input field containing "6". Below the input is a checkbox "Prevent this page from creating additional dialogs." with the "OK" and "Cancel" buttons.

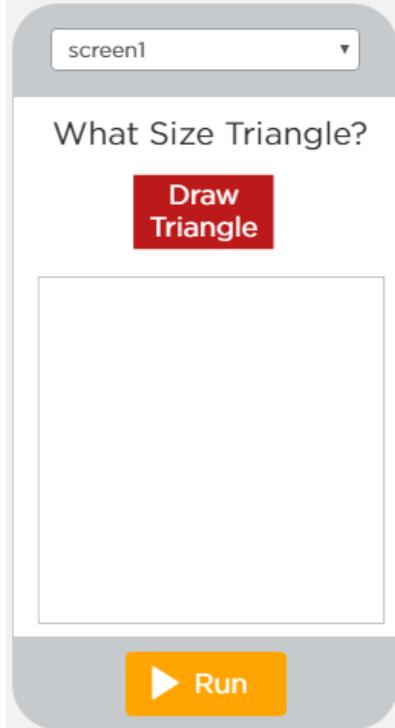
Scratch Script:

```
onEvent("draw", "click", function(event) {
  var howmany = promptNum("How big? ");
  for (var i = 1; i <= howmany; i++) { // Repeat for six lines of triangle
    var line = ""; // start off with nothing on the line
    for (var j = 1; j <= i; j++) { // repeating for one line's stars
      line = line + "*"; // make as many * as the line # we are on (i).
    }
    line = line + "\n"; // when line is finished, add '\n' to go to next line.
    setText("output", (getText("output") + " ") + line); // show the new line
  }
})
```

Annotations:

- One line of triangle:** Points to the line `line = line + "\n";` with the text "when line is finished, add '\n' to go to next line."
- show the new line:** Points to the line `setText("output", (getText("output") + " ") + line);` with the text "show the new line"

Start by making this app:



Then adapt it to print out squares instead of triangles. For example:

How big? 4 **** **** **** ****	How big? 1 *	How big? 7 ***** ***** ***** ***** ***** *****	How big? 2 ** **
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