function clunk(times){

var num = times;

while(num>0){

display("clunk");

num--;

}

}

function thingamajig(size){

var facky = 1;

clunkCounter=0;

if(size == 0){

display("clank");

} else if(size == 1){

display("thunk");

} else{

while(size>1){

facky \*= size;

size--;

}

clunk(facky);

}

}

function display(output){

console.log(output);

clunkCounter++;

}

var clunkCounter;

for(var i=0; i<10; i++){

clunkCounter = 0;

thingamajig(i);

console.log(clunkCounter);

}

