Exercise 34

FINISHING UP WITH DIAMONDS

Again, this is what we're aiming for:

Round   Princess   Cushion   Oval   Emerald   Pear   Asscher   Heart   Radiant   Marquise

The HTML code for this would have this pattern for each diamond shape:

```
<div class="diamond" id="shape-name">
  <img src="image-url" />
  <p class="description">Shape name</p>
</div>
```

But the whole point of this (and the last) exercise is to use the `diamonds` array to generate this HTML code programmatically. And you've done this sort of thing before!

Hmmm...maybe this won't be as hard as I initially thought. You'll need to use these snippets at various points:

```
document.createElement
document.createAttribute
attributeName.value
elementName.setAttributeNode
document.createTextNode
elementName.appendChild
```

But like I said, you've already done this — a couple of times. So, I'm going to give you the steps you'll need to carry out in `index.js` and leave you to it.

It's not *that* bad! I'll get you started...

From the index.js file, you see these instructions:

```
// create a function, createDiamondElement, that accepts diamondShapeObject as an
    argument
```

You know how to write that:

```
let createDiamondElement = (diamondShapeObject) => {
}
```

And the next instruction:

```
// create an outer div called 'diamondEl'
```

You know how to write that too:

```
let diamondEl = document.createElement('div')
```

And the next:

```
// give diamondEl a class of diamond
```

Looks like this:

```
let diamondElClass = document.createAttribute('class')
diamondElClass.value = 'diamond'
```

You can do this! If you get stuck, refer to `answer.js`, but (you already know what I'm going to say) don't copy/paste. If you do, you won't give that wonderful brain of yours the chance to learn. It's worth some frustration to work through this.