// Paste your spaceLine function here:

function line(size) { //beginning of function line

let hashSign = '#';

hashes = '';

for (let i=0; i<size; i++) { //beginning of for loop

if (i === 0) {

hashes = hashSign;

} else {

hashes = hashes + hashSign;

} //end of if else

} //end of for loop

return hashes;

} //end of function line

function spaceLine(numSpaces, numChars) { //beginning of function

lineSymbol = ' ';

lineSpaces = '';

for (m = 0; m < numSpaces; m++) { //beginning of for loop

lineSpaces = lineSpaces + lineSymbol;

} //end of for loop

line(numChars); //returns hashes value

lineWithSpaces = lineSpaces + hashes + lineSpaces;

return lineWithSpaces;

} //end of function

// Code your diamond function here:

function diamond(height) { //beginning of function height

myTopTriangle = '';

myTriangleArray = [];

for (p = 0; p < height; p++) { //beginning of for loop

spaceLine(height-1-p, 2\*p+1);

if (p === height - 1) {

myTopTriangle = myTopTriangle + lineWithSpaces;

} else {

myTopTriangle = myTopTriangle + lineWithSpaces + '\n';

}

} //end of for loop

myTriangleArray = myTopTriangle.split('\n').reverse();

myBottomTriangle = myTriangleArray.join('\n');

myDiamond = myTopTriangle + '\n' + myBottomTriangle;

return myDiamond;

} //end of function diamond

myDiamond = '';

myTopTriangle = '';

myBottomTriangle = '';

lineWithSpaces = '';

numSpaces = 0;

numChars = 0;

diamond(5); //returns lineWithSpaces value

console.log(myDiamond);