// Write your line function here:

function line(size) {

for (let i=0; i<size; i++) {

if (i === 0) {

hashes = hashSign;

} else {

hashes = hashes + hashSign;

}

}

return hashes;

}

// Runs line function and returns string of hash symbols

// const input = require('readline-sync');

let hashSign = '#';

let hashes = '';

let size = 0;

console.log(line(5));

// Write your square function here:

function square(size) {

line(size);

for (let i=0; i<size; i++) {

if (i===0) {

squareShape = hashes;

} else {

squareShape = squareShape + '\n' + hashes;

}

}

return squareShape;

}

// Runs square function and prints a square of n hash symbols

hashes = '';

let squareShape = '';

let newLine = '\n';

let width = 0;

let height = 0;

square(4);

console.log(squareShape);

// Write your rectangle function here:

function rectangle(width,height) {

line(width);

for (let i=0; i<height; i++) {

if (i === 0) {

rectangleShape = hashes;

} else {

rectangleShape = rectangleShape + '\n' + hashes;

}

}

return rectangleShape;

}

// Runs rectangle function and prints a rectangle of width x height

hashes = '';

let rectangleShape = '';

rectangle(5, 3);

console.log(rectangleShape);