// Paste your line 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

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// Code your stairs function here:

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

for (let k = 1; k <= height; k++) { //beginning of for loop

hashes = '';

theLine = line(k);

if (k === 1) {

stairsShape = hashes;

} else {

stairsShape = stairsShape + '\n' + hashes;

} //end of if else

} //end of for loop

return stairsShape;

} //end of function stairs

theLine = '';

hashes = '';

stairsShape = '';

stairs(5);

console.log(stairsShape);

// Code your spaceLine function here:

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

lineWithSpaces = '';

numSpaces = 0;

numChars = 0;

spaceLine(3, 5); //returns lineWithSpaces value

console.log(lineWithSpaces);

// Code your triangle function here:

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

myTriangle = '';

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

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

if (p === height - 1) {

myTriangle = myTriangle + lineWithSpaces;

} else {

myTriangle = myTriangle + lineWithSpaces + '\n';

}

} //end of for loop

return myTriangle;

} //end of function triangle

myTriangle = '';

triangle(7);

console.log(myTriangle);