**Directions:**

For this quiz, you're going to create a function called buildTriangle() that will accept an input (the triangle at its widest width) and will return the string representation of a triangle. See the example output below.

buildTriangle(10);

**Returns**:

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We've given you one function makeLine() to start with. The function takes in a line length, and builds a line of asterisks and returns the line with a newline character.

**function** **makeLine**(length) {

**var** line = "";

**for** (**var** j = 1; j <= length; j++) {

line += "\* "

}

**return** line + "\n";

}

You will need to call this makeLine() function in buildTriangle().

This will be the most complicated program you've written yet, so take some time *thinking* through the problem before diving into the code. What tools will you need from your JavaScript tool belt? Professionals plan out their code before writing anything. Think through the steps your code will need to take and write them down in order. Then go through your list and convert each step into actual code. Good luck!

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\* Programming Quiz: Build A Triangle (5-3)

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\* QUIZ REQUIREMENTS

\* - Your code should have a `buildTriangle()` function

\* - Your `buildTriangle()` function should take one argument (or you can say parameter)

\* - Your `laugh()` function should build the triangle as describe above

\*/

// creates a line of \* for a given length

function makeLine(length) {

var line = "";

for (var j = 1; j <= length; j++) {

line += "\* ";

}

return line + "\n";

}

function buildTriangle(length){

var triangle = "";

var lineNumber = 1;

for (lineNumber = 1; lineNumber<= length ; lineNumber++){

triangle = triangle + makeLine(lineNumber);

}

return triangle;

}

console.log(buildTriangle(10));

// your code goes here. Make sure you call makeLine() in your own code.

// test your code by uncommenting the following line

//console.log(buildTriangle(10));