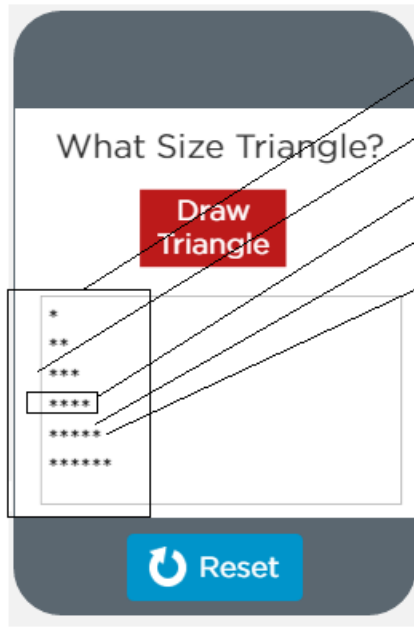
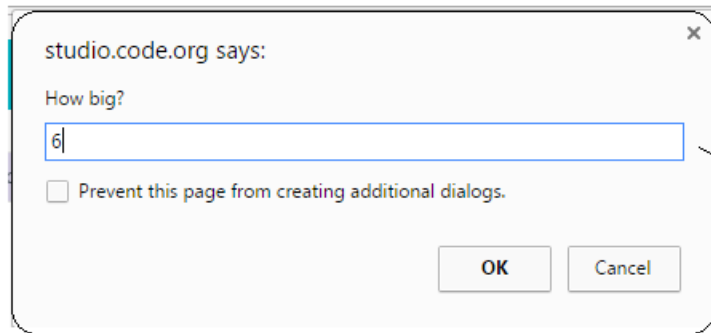


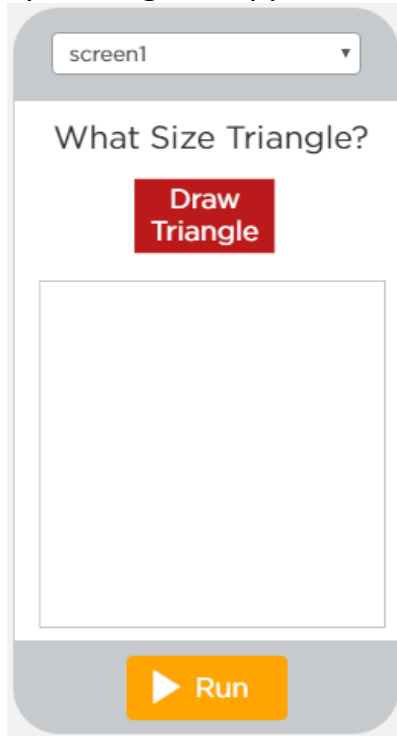
# C1: Squares

This code creates a triangle of whatever size you like in the textArea named 'output'.



```
onEvent (▼"draw", ▼"click", function(event) {  
  var howmany = promptNum("How big? ");  
  for ( var i = 1; i <= howmany; i++) { Repeat for six lines of triangle  
    var line = ""; start off with nothing on the line  
    for ( var j = 1; j <= i; j++) repeating for one line's stars  
      line = line+"*"; make as many * as the line # we are on (i).  
    line = line + "\n"; when line is finished, add '\n' to go to next line.  
    setText (▼"output", (getText (▼"output") + " ") +line); show the new line  
  }  
});
```

Start by making this app:



```
onEvent (▼"draw", ▼"click", function(event) {  
    var howmany = promptNum("How big? ");  
    for (var i = 1; i <= howmany; i++) {  
        var line = "";  
        for (var j = 1; j <= i; j++) {  
            line = line + "*";  
        }  
        line = line + "\n";  
        setText (▼"output", (getText (▼"output") + " ") + line );  
    }  
});
```

Then adapt it to print out squares instead of triangles. For example:

How big? 4 **** **** **** ****	How big? 1 *	How big? 7 ***** ***** ***** ***** ***** ***** *****	How big? 2 ** **
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