

## Diamonds

Write a program that draws a diamond of the correct size, as specified by the user. There should only be loops in the program – no ifs are allowed.

Diamonds can only have odd numbers for a size. They can also only be positive numbers.

For example, here are four runs of the program:

<pre>How big should the diamond be? 7   *  *** ***** *****  *****   ***    *</pre>	<pre>How big should the diamond be? 2 Error. Try again. How big should the diamond be? 44 Error. Try again. How big should the diamond be? 3  * ***  *</pre>
<pre>How big should the diamond be? 1 *</pre>	<pre>How big should the diamond be? -1 Error. Try again. How big should the diamond be? 5  *  *** *****  ***   *</pre>