

```

playtime makespaces(n: numba) {
  mine s = ""
  mine i = 0
  wawawa i < n {
    s = s + " "
    i = i + 1
  }
  bedtime s
}

```

```

playtime makestars(n: numba) {
  mine s = ""
  mine i = 0
  wawawa i < n {
    s = s + "*"
    i = i + 1
  }
  bedtime s
}

```

```

playtime printrow(sp: numba, st: numba) {
  gibberish(makespaces(sp) + makestars(st))
  bedtime 0
}

```

```

playtime square(size: numba) {
  mine r = 0
  wawawa r < size {
    gibberish(makestars(size))
    r = r + 1
  }
  bedtime 0
}

```

```

playtime triangle(size: numba) {
  mine row = 1
  wawawa row <= size {
    printrow(size - row, row * 2 - 1)
    row = row + 1
  }
  bedtime 0
}

```

```

playtime diamond(size: numba) {

```

```
mine row = 1
wawawa row <= size {
  printrow(size - row, row * 2 - 1)
  row = row + 1
}
mine row2 = size - 1
wawawa row2 >= 1 {
  printrow(size - row2, row2 * 2 - 1)
  row2 = row2 - 1
}
bedtime 0
}
```

```
gibberish("=== InfantJS Shape Maker ===")
gibberish("Pick a shape:")
gibberish(" 1 = Square")
gibberish(" 2 = Triangle")
gibberish(" 3 = Diamond")
```

```
mine rawshape = nomnom("Enter shape number (1/2/3): ")
mine shape = numba(rawshape)
```

```
mine rawsize = nomnom("Enter size (1-10): ")
mine size = numba(rawsize)
```

```
gibberish("")
```

```
peekaboo shape == 1 {
  gibberish("Square:")
  square(size)
} nuhuh {
  peekaboo shape == 2 {
    gibberish("Triangle:")
    triangle(size)
  } nuhuh {
    peekaboo shape == 3 {
      gibberish("Diamond:")
      diamond(size)
    } nuhuh {
      gibberish("Unknown shape! Enter 1, 2, or 3.")
    }
  }
}
```