

## Section 10 - Assignment

Build a function called **countdown** that would get two arguments, a **number** and a **message**, and would create a visualization that is similar to above that would display a countdown from the given number to number 0. At the end of the countdown, it should display the given message, the second argument, to the screen.

Feel free to add another parameter to the function that would control how long each number would stay on the screen.

```
countdown(10, "Launch!");
```

Similar to this example: <https://codepen.io/enginarslan/full/GdGwqV/>

You can find a solution at: <https://codepen.io/enginarslan/pen/GdGwqV?editors=0010>