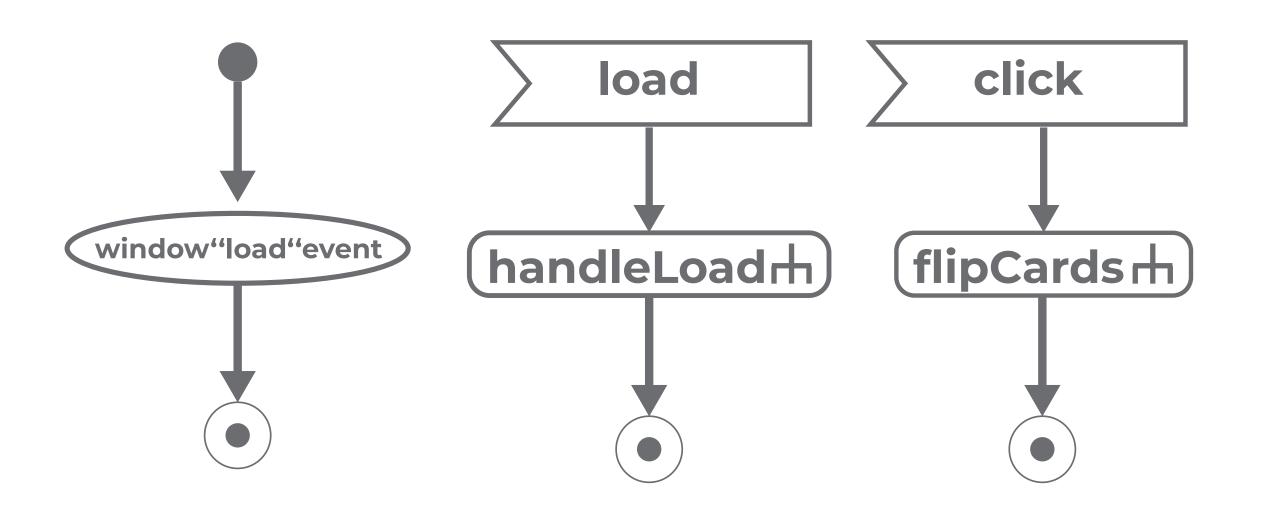
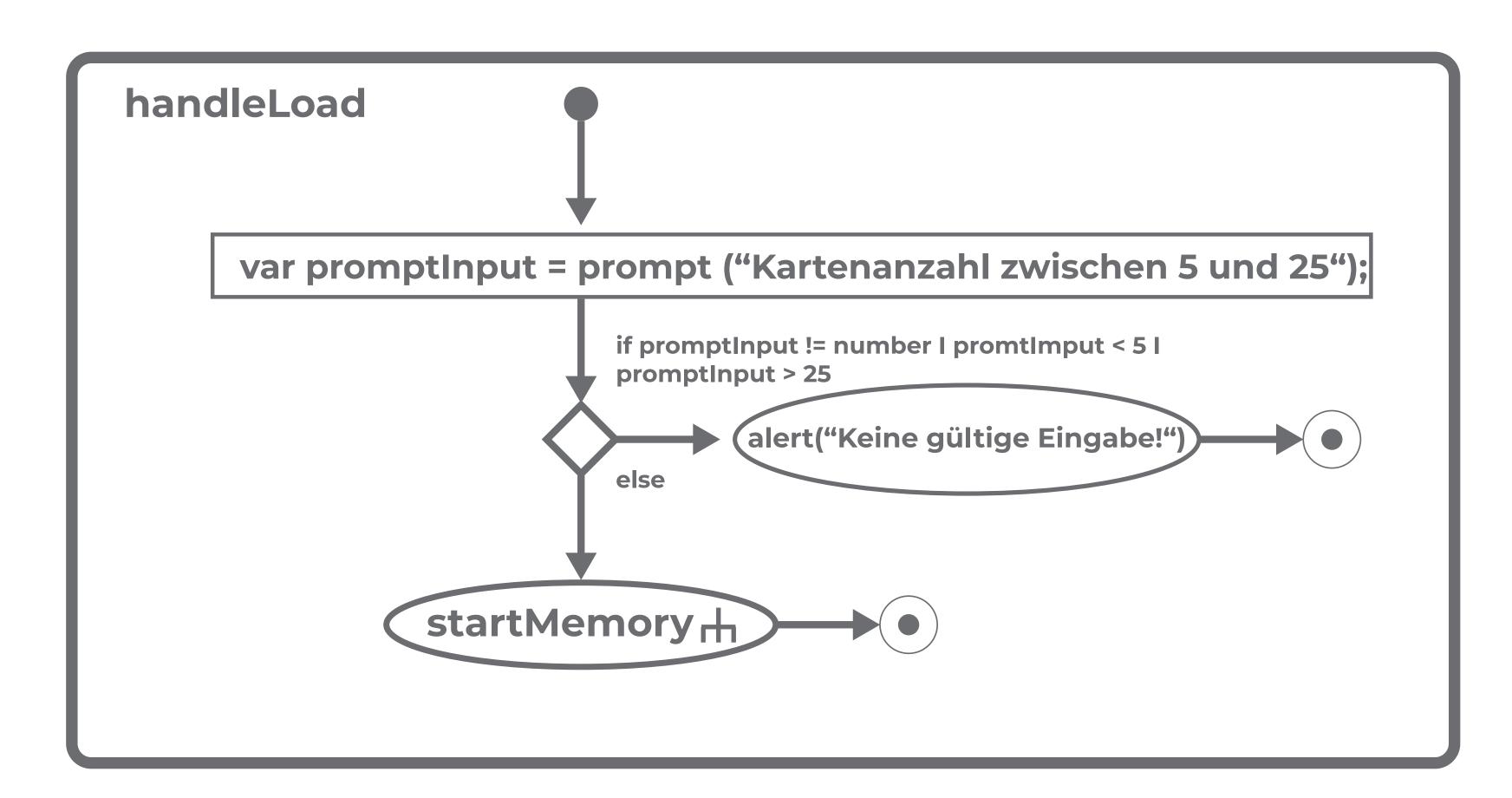
## Memory-Activity-Diagram





## runTimer timer = setInterval(counting, 1000); function counting(): void { counter = counter + 1; }

