

Timers Exercise

countdown

Write a function called `countdown` that accepts a number as a parameter and every 1000 milliseconds decrements the value and `console.logs` it. Once the value is 0 it should log “DONE!” and stop.

```
countDown(4);  
// 3  
// 2  
// 1  
// "DONE!"
```

randomGame

Write a function called `randomGame` that selects a random number between 0 and 1 every 1000 milliseconds and each time that a random number is picked, add 1 to a counter. If the number is greater than .75, stop the timer and `console.log` the number of tries it took before we found a number greater than .75.

Solution

See [our solution](#)

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