Create a function called EmitRandomNumber(). In this function, after 2 full seconds (2000 ms), have it generate a random number between 0 to 100. If the random number generated is below 80, have it call that function again, up to 10 times, until the random number generated is greater than 80.

After the program is run, have it generate a log such as follows:

```
Attempt #1. EmitRandomNumber is called.
2 seconds have lapsed.
Random number generated is 35.
- - - - -
Attempt #2. EmitRandomNumber is called.
2 seconds have lapsed.
Random number generated is 76.
- - - - -
Attempt #3. EmitRandomNumber is called.
2 seconds have lapsed.
Random number generated is 53.
- - - - -
Attempt #4. EmitRandomNumber is called.
2 seconds have lapsed.
Random number generated is 85!!!
- - - - -
```

Note that the maximum number of attempts could be set as 10, so that the program doesn't take more than 20 seconds or so to complete, at maximum.

You'll do this in three different approaches:

1. Use traditional callbacks to accomplish the desired tasks.
2. Use promises this time.
3. Use purely async/await