Create a class named 'FriesFrying' to manage the frying process of fries.

Inside the class:

- Declare public variables for inspector assignment: 'goodFriesMaterial' (material for fries before frying), 'friedFriesMaterial' (material for fries after frying), 'fryingSound' (sound played during frying).

- Declare private variables: 'isFrying' (flag indicating whether the fries are currently frying), 'fryingTimer' (timer to track the frying duration).

Define a method called 'OnTriggerEnter' with a parameter 'other':

- Check if the collider is the frying pan ('FryingPanCollider').

- Stick the fries to the frying pan.

- Set 'isFrying' to true.

Define a method called 'Update':

- Check if the fries are frying.

- Increment the frying timer based on frame time.

- Check if frying time is more than 10 seconds.

- Change material to fried fries.

- Play frying sound.

- Reset frying state.

Define a method called 'PlayFryingSound':

- Check if AudioSource is available.

- Add AudioSource component if not present.

- Play the frying sound.

End of the 'FriesFrying' class.